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Lien B. Tran, MFA

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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

Academic & Professional Experience

Academic Appointments

Assistant Professor	DePaul University Jarvis 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

Professional & Non-Academic Positions

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

[^] listed in alphabetical order

name of the student co/presenter or author

- 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

AWARDS & RECOGNITION

- 2023** **Excellence Award for Service, [IndieCade Horizons](#) Faculty of Excellence Awards** Recognizing important, impactful contributions to academic games field through service
- 2022** **Public Voices Fellow, [The OpEd Project](#)** (selected for DePaul University's 7th cohort)
- 2022** **Meaningful Play Conference, Top 4 Paper Award** (with Ezer, T., Fontenot, L., & Stuzin, D.) | [Link](#)
- 2022** **Games+Learning+Society's Games Showcase "Creativity and Design" award** for Dwell, poverty simulation game | [Conference Link](#) | [Proceeding](#)
- 2021** **Jennifer Ann's Group Annual Life.Love Game Design Challenge**, winning finalist in the 14th annual challenge for an #Unplugged analog game re: power and control | [Link](#)
- 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 | page 8 of [PDF](#)
- 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”

RESEARCH & CREATIVE ACTIVITY

[Poor Not Guilty](#)

Global movement to decriminalize petty offenses

September 2019 – present

- Initiative launched after an international Petty Offenses workshop session (organized and facilitated by Lien Tran) at the University of Miami’s School of Communication where participants ideated and voted on #PoorNotGuilty hashtag to unite advocates fighting for the decriminalization of petty offenses globally (September 2019)
- 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 at [PoorNotGuilty.org](#)
- Selected as an Alternate Artist for the 2021 [Shall Make, Shall Be: The Bill of Rights at Play](#) exhibition with ‘Escaping’ from Handcuffs to Housing proposal; advanced from Phase 1 to Phase 2 to submit commissioned work proposal for 8th Amendment and receive honorarium; Selected as an alternate (runner up) for the 8th Amendment
- Launched and continued maintenance of main [PoorNotGuilty.org](#) website (2020 – 2023)
- Subgrantee on Open Society Foundations grant to integrate Poor Not Guilty as a [featured subtheme](#) of related resources for the [Decriminalise Poverty & Status \(DP&S\) international campaign](#) website and considering creative advocacy solutions for a Caribbean context (2022-23); DP&S website launched in March 2023
- Contributed to the creation and dissemination of the accompanying Poor Not Guilty Street Law lesson plan created by Miami Law students
- Produced and led the game design and development for [Poor Not Guilty Challenges: Fines and Fees](#) (2021): online roleplaying experiences advocating to eliminate fines and fees which disproportionately punish poor people and especially communities of color
 - Legal advocacy partners include National Homelessness Law Center, Fines & Fees Justice Center, and University of Miami School of Law’s Human Rights Clinic (HRC)
 - Part of an online advocacy campaign during Fall 2021 led by UM Law’s HRC

[A Just Reality: Gender Justice VR](#)

Virtual reality (VR) training module for interviewing victims of gender-based violence July 2021 – present

- Led team to conduct design research with stakeholders (across disciplines including human rights law/criminology experts, law enforcement educators/trainers, survivor advocacy), literature review including best practices for trauma-informed, victim-centered interviewing, and researched technological solutions and considerations for prototyping proof of concept (Phase 1: July – November 2021)
- Prototyping and testing VR training experience that gives investigators chance to learn and engage in best practices for victim-centered and trauma-informed interviewing of sexual assault victims (Phase 2: December 2021 – present)
- Faculty lead (Matters at Play) along with LeAnne Wagner (PUSH Studios) on a social impact VR experience to improve law enforcement response to gender-based violence (GBV); supported in part by DePaul 2021 Academic Growth and Innovation Fund (AGIF) grant

The Big Build Up

A prosocial tabletop game for youth to learn how to navigate tricky relationships

September 2021 – present

- Led the game design in collaboration with Lynn Baus (MA in Experience Design graduate student) on analog game aim for players age 13-16, relating the influence of power and control in romantic relationships on one's self-esteem; submitted concept to games challenge and selected as one of 10 finalists to prototype game over 5 weeks (October 2021)
- Winning Finalist in Jennifer Ann's Group's 14th Annual Life.Love Game Design Challenge with the set objective to create an #Unplugged analog game (December 2021) receiving \$500 cash prize, which will be allocated for further game development and publishing
- Featured during the "Gaming Against Violence: Unplugged" panel at 2021 PAX Unplugged conference on December 12, 2021, with approximately 3,000 total daily viewers streaming on Twitch

Immigration Games (Amigüía Americana) – immigrationgames.com

Initiative to help guide Latinx immigrant youth to productive lives in the U.S.

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 Amigüía Americana initiative
- Led workshop series, organized by the Field Innovation Team, with shelter staff at St. P.J.'s Children's House in San Antonio, TX, in 2015, 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. P.J.'s.
- Toma el Paso has been used in college classes at both Saint Louis University and DePaul University allowing students to roleplay and experience the challenging circumstances for unaccompanied youth in removal proceedings and applying for shelter release (2019 – 2021)
- Featured in Axios [article](#) on games for change entitled "Board game teaches complexities of immigration policy (July 2021)

Co-producer and design team lead
Geomuse app to navigate the Public Sculpture Program at the U
September 2018 – 2021

- Interdisciplinary collaboration with Dr. Diana Ter-Ghazaryan (Geography/GIS faculty) on a geolocate application called GeoMuse for mapping public art
- Led the design and continuing to update [GeoMuseUM](#), the web app instance at University of Miami, which continues to increase visibility to the university's Public Sculpture Program of 30+ sculptures, including for pedagogy (inspiration for student compositions in a musicology course) and wellbeing purposes (student study break tours and trivia events through the Lowe Art Museum)
- Co-principal investigator, 2018 Andrew W. Mellon CREATE Grants Program institutional grant with University of Miami Libraries and Lowe Art Museum (\$4,500)
- Co-author of featured [article](#) in Museum Next (January 2021)

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
- 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)

Principal investigator and designer
A Roadmap to Opportunity
March 2019 – May 2020

- 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)

Grants & Project Funding

External Funding

[YSEALI Game Changers](#) Workshop and Game Jam **\$5,000**
 Invited trainer by U.S. State Department, [U.S. Embassy Kuala Lumpur](#)
 February 2023 – May 2023

- Invited game design trainer for 4-day event in which 74 young leaders (selected from 600+ applications) from 11 Southeast Asian nations dive deep into the technical and narrative aspects of game development as well as social cause campaigns using games

- Participants formed small teams and engaged in 2-day game jam, at the end of which they pitch their game concepts and prototypes for seed funding opportunities
- 3 teams were selected to receive a total of 41,000 USD of seed funding (\$30K from U.S. State Department; \$5K from XBOX Malaysia; \$5K via U.S. Global Engagement Center)
- In-country accommodations and travel funding provided plus honorarium

Invited speaker**\$1,000****Saint Louis University, Department of American Studies****April 2023**

- Presented in-person at 2 sessions of Dr. Kate Moran's ASTD 2400: Immigration in U.S. History and Culture course about the shelter release process for immigrant youth from the lens of designing and implementing Toma el Paso, a game simulating this process for youth living in an immigration shelter and awaiting approval for release, which has been played and discussed at SLU in immigration courses since 2019.
- 60 students played the game concurrently and then participated in a discussion about the game design process and the immigration system itself.
- Travel expenses paid for from Saint Louis University Research Institute's [Spark Microgrant](#), plus honorarium funded by [Co-Curricular Grant](#) from SLU's College of Arts and Sciences

Game Plan program for museum education & game design**\$1,200****Funded educator participant****Games for Change ([G4C](#))****March 2023 – May 2023**

- Selected member of 24-person cohort of cross-sector educators from North America exploring games for good in unique museum settings, forging a supportive community of practice, and discovering tools and resources to set up courses and programs infused with games, design, and play
- Partnering with DePaul Art Museum (DPAM), which will receive \$1,200 towards the use of games, design, and play as part of its Learning Studio, a museum education program; plan is to fund implementation of game-based projects from the Winter/Spring 2023 UXD capstone course that I taught with DPAM as our partner client:
 - a DPAM adapted version of [Sloppy Forgeries](#) in coordination with Jonah Warren (game developer)
 - augmented reality scavenger hunt built in [ScavengAR](#)
 - DPAM 'MetaMuseum' deck of discussion prompt cards based on DPAM-related themes (e.g. social justice, diversity, equity, and inclusion)
 - an online personality quiz that directs you, within a virtual museum featuring objects from DPAM permanent collection, to a gallery that best matches your quiz results

Principal Investigator on Matters at Play subaward**Research Grant****Foundation to Promote Open Society****February 2022 – April 2023****\$2,000**

- Developing the Poor Not Guilty Challenges with University of Miami School of Law's Human Right's Clinic and partner organizations Fines & Fees Justice Center and National Homelessness Law Center
- Supporting the dissemination of the Poor Not Guilty Challenges and their integration in advocacy and training, including feedback on the related Street Law lesson plan

- Developing a Poor Not Guilty subtheme as part of the international Decriminalization of Poverty & Status Campaign website
- Supporting creative advocacy following the baseline assessment of laws and policies criminalizing homelessness in the U.S and the Caribbean

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

Institutional Funding

Faculty Funding

Principal Investigator
University Research Council Grant, [URC](#) Paid Leave
DePaul University

January 2024 – June 2024

2-quarter research leave

- Approved for 2-quarter research leave to pursue “Augmenting educational resources for Teaching Equitable Asian American Community History (TEAACH)” project
- Objective is to research educational needs for teaching Asian American history, particularly in K-12 education in Illinois but also nationally, and also explore the role emerging technology can have in creating meaningful, accessible resources

Principal Investigator
Faculty Summer Research Grant
Jarvis College of Computing & Digital Media, DePaul University

June 2022 – August 2022

\$7,000

- Refine project ‘Improving Law Enforcement Response to Gender-Based Violence (GBV): Developing an Essential Interactive Virtual Reality (VR) Simulation Training’ including recording of voiceover dialogue, configuring training feedback and scoring of identified skills
- Presented project at 2022 International Simulation and Gaming Association ([ISAGA](#)) and 2022 Play Make Learn conferences
- Conducted testing and qualitative feedback sessions with subject matter experts and stakeholders, including victim advocates and law enforcement

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 Amigufía Americana) to create and disseminate interactive resources for undocumented immigrant children
- Provided honorariums to experts to review game and localize the game content in English and Spanish to record and edit 'how to play' videos, to University of Miami students to design and develop immigrationgames.com website and branding, and to train local volunteers in how to use the game with unaccompanied immigrant minors
- Purchased copies of *Toma el Paso* for use at Miami, FL, juvenile shelter by Immigrant Children's Affirmative Network
- [2016 Grant report](#) (see page 10) available via The New School

Relevant Student Funding

**Undergraduate Research Assistant
School of Design, College of Computing & Digital Media, DePaul University**

- Matters at Play web development with Vivian Tran (Autumn 2021)
- Matters at Play identity design and web design with Piper Taich (Summer 2021)

**Graduate Research Assistant
School of Design, College of Computing & Digital Media, DePaul University**

- #PoorNotGuilty with Jess Reed, MFA in Game Design (Winter 2021 – Spring 2021)
- GBV VR training with Brighten Jelke, MA in Experience Design (Winter 2022 – Spring 2022)
- GBV VR training with Jess Reed, MFA in Game Design (Spring 2022)
- Matters at Play & A Just Reality VR training with Chase Jones, MFA in Game Design (Winter 2023 – Spring 2023)

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

Exhibitions, Showcases, and Catalogues***Exhibitions, Peer Review (blind) (* awarded)***International (11)

Tran, L. B. (2022, October). *Poor Not Guilty: Fines and Fees Challenges*. Game exhibited at Meaningful Play, East Lansing, MI. | [Link](#)

Tran, L. B. & Reed, J.¹ (2022, June). *Poor Not Guilty: Fines and Fees Challenges*. Game exhibited at Games+Learning+Society showcase, Irvine, CA. | [Link](#) | [Proceeding](#)

* **Tran, L. B., Sanko, J. & Salani, D.** (2022, June). *Dwell*. Game exhibited at Games+Learning+Society [showcase](#) and winner of Creativity and Design award, Irvine, CA. | [Conference Link](#) | [Proceeding](#)

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. | [Link](#)

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

¹ Underlined names indicate that, at the time, this was a student co/presenter or author

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](#)

Exhibitions, Peer Review (non-blind)

National (1)

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

Exhibitions, Invited

National (3)

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 (10)

Wagner, L., **Tran, L.B., Jelke, B., Jones, C., & Rego, C.** (2023, May). A Just Reality VR training. Presented project at DePaul's XR Day Showcase, Jarvis College of Computing and Digital Media.

Wagner, L., **Tran, L.B., Jelke, B., Jones, C., & Rego, C.** (2023, January). A Just Reality VR training. Presented project at DePaul's Innovation Showcase. | [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](#)

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.

Exhibitions, Juried (blind)

International (1)

Tran, L.B., Jelke, B., Wagner, L. Baus, L. & Reed, J. (2022, July). *Demonstration of a Trauma-Informed Interviewing Training Module Prototype for Law Enforcement using Virtual Reality*. Presented demonstration of game/simulation at 53rd annual international conference of the International Simulation and Gaming Association (ISAGA), Boston, MA. | [Link](#)

Exhibitions, Juried (non-blind)

International (3)

Tran, L., Sanko & J. Salani, D. (2019, January). *Dwell*. Game exhibited and runner-up winner (academic category) at International Meeting for Simulation in Healthcare conference in the SimVentor's Games Arcade, San Antonio, TX. | page 8 of [PDF](#)

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 (4)

Tran, L., Heino, T., Angel Jaramillo, L., Guzman Fierro, J., Yip, H., & Magasrevy, R. (2017, October). *Echo Earth Experience*, virtual reality game. 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](#)

Exhibitions, Curated

International (2)

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

Exhibit Catalogue (1)

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](#)

Publications

Academic Publication, Analog Game, Peer-Review

Tran, L.B., Sanko, J.S., & Salani, D. (forthcoming, expected 2024-25). *Dwell*, poverty simulation game. Peer-reviewed and accepted for publishing. Mount Pleasant, MI: [Central Michigan University Press](#).

Public Scholarship, Accepted / Invited

International (4)

Tran, L.B. (2023, March). Leveraging Tech to Address Gender-Based Violence Impactfully. Opinion editorial published in New Thinking Magazine’s Innovation section.² | [Link](#)

Tran, L.B. (2023, February). The Game of Life: Leveraging Tech for Civics Education. Opinion editorial published in New Thinking Magazine’s Innovation section.² | [Link](#)

Tran, L.B. (2023, January). Lunar New Year Offers a Chance to Reflect on Asian American History. Opinion editorial published in VISIBLE Magazine.² | [Link](#)

Osterman, M., Ter-Ghazaryan, D., & **Tran, L.** (2021, January). GeoMuseUM geolocate web app and sculpture guide. MuseumNext | [Link](#)

Book Chapters and Journal Articles

Journal Articles, double blinded (2)

Carcioppolo, N., Shata, A., Kim, S. **Tran, L.B.**, Yang, F. and Zhou, C. (2021, October). Evaluating a Transformational Health Game to Influence Perceptions of the Condoms-as-Evidence Policy. *Games for Health Journal*. Oct 2021.355-360. <http://doi.org/10.1089/g4h.2021.0093> | [Link](#).

Sanko JS, Matsuda Y, Salani D, Tran L, Reaves R, Gerber K. (2021, January). A comparison of learning outcomes from two poverty simulation experiences. *Public Health Nurs*. 2021;00:1–12. <https://doi.org/10.1111/phn.12853> | [Link](#)

² Published opinion editorial, important form of public communication and community thought leadership, during [2022-23 The OpEd Project Public Voices Fellowship](#), for which selection is competitive and participation is significant commitment. Articles are pitched and professionally reviewed by editors for publication.

Book Chapter, double blinded (1)

Tran, L.B. & Moran, K. (2023, forthcoming). Toma el Paso (Make a Move). In Schrier, K., Kowert, R., Leonard, D. & Porkka-Kontturi, T. *Learning, Education and Games. Volume 4: 50 Games for Inclusion, Equity, and Justice*. Pittsburgh: Carnegie Mellon University.

Submitted blinded abstract which was accepted. Blinded chapter submitted for review and rated highly. Edited unblinded chapter and submitted in book manuscript to publisher, March 2023.

Book Chapter, juried (2)

Sanko, J.S., **Tran, L.**, & Baumann, E.B. (2022, August). The Role and Play of Simulation Games in Health Education: Development, Uses, and Other. In J.C. Maxworthy, J.C. Palaganas, C.A. Epps, & M.E. Mancini (Eds.), *Defining Excellence in Simulation Programs, 2nd edition* (pp.228-241 in Section 3.4). Philadelphia: Wolters Kluwer Health, Inc. | [Vitalsource](#)

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.

Conference Proceedings, Peer Review (* awarded)International (7)

- * **Tran, L.B.**, Ezer, T., Fontenot, L., & Stuzin, D. (2022, October). *Poor Not Guilty: An Experiential Street Law Education on the Criminalization of Poverty through Perspective-Taking*. In proceedings of Meaningful Play Conference ([Top 4 Paper Award](#)). Michigan State University, East Lansing, MI, USA. | [Link](#)
- * 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](#)

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](#)

National (2)

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.

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

White Paper (1)

McFarlane, S. J., Tran, L. (2017, January). *An Evaluation of Games for Advocacy in Health and Human Rights: A Qualitative Research Study Conducted in Cape Town, South Africa.* | [Link](#)

Conference Posters, Peer Review (* awarded)International (5)

Baus, L. & Tran, L.B. (2022, June). "The Big Build Up: Prosocial Tabletop Game Relating One's Self-Esteem to Power and Control Exhibited in Dating Relationships." Poster presented at Games + Learning + Society, Irvine, CA.

Jelke, B., Tran, L.B., Baus, L. & Wagner, L. (2022, May). "Developing a Trauma-Informed Interviewing Training Module Prototype for Law Enforcement using Virtual Reality". Poster presented at 8th International Conference of the Immersive Learning Research Network, Vienna, Austria, and online. | [Link](#)

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. "Most Shockingly Unexpected Findings" attendees' choice award for poster presented at Games+Learning+Society (GLS) Conference, Madison, WI.

National (4)

Tran, L.B. & Reed, J. (2022, August). "No Escape Room building a digital escape room in Inform7." Poster presented at Professional Learning and Community Education's Play Make Learn conference, Madison, WI.

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., Papathomas, 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.

Select Workshops, Presentation, and Panels

Workshops, Peer Reviewed

International (3)

Tran, L.B., Wagner, L., Jones, C. & Rego, C. (2023, July). "A Just Reality": A virtual reality experience to improve law enforcement interactions with sexual assault victims + how the project is incorporating AI and NLP. Workshop session for XR for Change Summit at 20th annual Games for Change festival, New York, NY. | [Link](#)

Tran, L.B., Jelke, B., Baus, L., & Wagner, L. (2022, October). "Transformed Reality: Designing for VR to create empathetic essential skill training." Workshop presented at Meaningful Play conference, East Lansing, MI.

Tran, L.B., Wagner, L., Jelke, B. & Baus, L. (2022, August). "Transformed Reality: Using VR to create empathetic soft skill training." Workshop presented at Professional Learning and Community Education's Play Make Learn conference, Madison, WI.

Workshops, Invited

International (2)

Javier, L., Miller, C.K., **Tran, L.**, & Xu, J. ^{^ ^ 3} (2021, February). "Made in Asian/America" workshop with Asian game creators and moderated by Christopher Patterson and Tara Finkle, University of British Columbia, Vancouver, Canada (conducted virtually).⁴

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](#)

Local (3)

Foss, C., & **Tran, L.B.** ^{^ ^} (2022, May). Facilitated workshop on Twine, branching narrative tool. Gamers Universe event at Harold Washington Public Library, Chicago, IL. | [Link](#) | [Press](#)

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

³ ^ ^ indicates names are listed alphabetical order by last name

⁴ This roundtable is featured in *Made in Asia/America: Why Video Games Were Never (Really) About Us* collection edited by C. B. Patterson and T. Finkle. [Manuscript submitted](#) June 2023 with forthcoming publication in Spring 2024 from Duke Press

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

Presentations, Invited

National, Academic (26)

Tran, L.B. (2023, April). Presentation on and play session of *Toma el Paso (Make a Move)*, game simulating unaccompanied immigrant minor shelter release process in [Department of American Studies](#) 'Immigration in U.S. History and Culture' course at and with funding provided by Saint Louis University, Saint Louis, MO.

Tran, L.B. (2023, April). Presentation on designing user experiences and games for social impact, UX Research Methods in Design course, [Sam Fox School of Design and Visual Arts](#) at Washington University in St. Louis, Saint Louis, MO.

Tran, L. & Aldarondo, E. (2021, Spring). Presentation on *Toma el Paso* and creative approaches addressing immigration in the U.S. Presentation for Deans' Honors Capstone course on immigration, DePaul University, Chicago, IL (virtually via Zoom).

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

Tran, L. (2019, Spring). Presentation on 'Designing for Social Innovation and Impact' at [School of Education and Human Development](#) Research Brown Bag Series. University of Miami, Coral Gables, FL.

Tran, L. & Ewing, C. (2018, Spring). Presentation on 'Design & Technology: Preparing for thesis and future professional opportunities' in [MFA in Design and Technology](#) Major Studio 2 course with Professor Cynthia Lawson. Parsons School of Design, New York, NY.

Tran, L., Sanko, J., Salani, D., & Matsuda, Y. (2018, Spring). Presentation on '*Dwell: An Interactive Tabletop Simulation Game Teaching How Poverty Impacts Health and Healthcare Access*' at [School of Communication](#) Center for Communication, Culture, and Change (4C)'s Annual Research Day. University of Miami, Coral Gables, FL.

Tran, L. (2018, Fall). Presentation on 'Games and creative forms of advocacy'. [School of Law, Human Rights Clinic](#) (directed by Caroline Bettinger-Lopez and Tamar Ezer). University of Miami, Coral Gables, FL.

Tran, L. (2017, Spring). Led faculty learning circle session on 'Design Thinking: Applying a human-centered approach to research and innovation' at [Academic Technology](#)'s Faculty Learning Showcase. University of Miami, Coral Gables, FL.

Tran, L. (2017, Spring). Presentation on 'Transformational and Human Centered Design: Designing for Social Impact' at [School of Communication](#) Research Brown Bag Series, University of Miami, Coral Gables, FL. | [Link](#)

Tran, L. (2016, Spring). Featured speaker at "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](#) (which Tran led the design for) and U-DOCS initiative. University of Miami, Coral Gables, FL.

- Tran, L.** (2015, Spring). Presentation on 'Cops and Rubbers: Games for Social Change' at College of Arts & Science's [Gender Studies](#)'s "Gender & Sexuality in Cyberspace" series. University of Miami, Coral Gables, FL.
- Ewing, C. & **Tran, L.** ^^ (2015, Fall). Co-led workshop on 'Games for new product development'. Guest Lecturer at [School of Business](#)'s New Product Development MKT648 course with Joseph Johnson. University of Miami, Coral Gables, FL.
- Tran, L.** (2015, Fall). Presentation on 'Social impact games and advocacy'. [College of Arts & Sciences](#)'s 'The Literature of Incarceration' course with Joshua Schriftman. University of Miami, Coral Gables, FL.
- Tran, L.** (2015, July). Presentation on 'Humanitarian Games for International Social Impact: Guiding Principles for Collaboration and Design of Culturally-Competent Interactive Interventions' at 2015 [Serious Play Conference](#). Pittsburgh, PA.
- Tran, L.** (2014, Fall). Presentation on and game session of *Toma el Paso*. [College of Arts & Sciences](#)'s 'Literary Themes and Topics' course with Donette Francis. University of Miami, Coral Gables, FL.
- Tran, L.** (2014, Fall). Presentation on *Cops and Rubbers* at [S.T.R.I.V.E. \(Serving Together Reaching Integrity, Values, and Engagement\)](#), a community-style living environment for the Freshmen Fellows program. University of Miami, Coral Gables, FL.
- Ewing, C. & **Tran, L.** ^^ (2014, Fall). Demonstration of 'Games for social change' in [School of Communication](#) Special Topics in Communication COM609 course with Jyotika Ramaprasad. University of Miami, Coral Gables, FL.
- Ewing, C. & **Tran, L.** ^^ (2014, Fall). Co-led workshop on 'Games for new product development'. Guest Lecturer at [School of Business](#)'s New Product Development MKT648 course with Joseph Johnson. University of Miami, Coral Gables, FL.
- Tran, L.** & Ewing, C. ^^ (2014, Summer). Co-led workshop on 'Games for new product development'. Guest Lecturer at [School of Business](#)'s New Product Development MKT648 course with Joseph Johnson. University of Miami, Coral Gables, FL.
- Tran, L.** (2014, Spring). Presentation at social innovation workshop on 'Setting expectations for your New Challenge' from perspective as grand prize winner of [The New Challenge](#) in 2012. The New School, New York, NY.
- Ewing, C. & **Tran, L.** ^^ (2014, Spring). Games for visualizing complexity workshop. Invited Presenter, University of Miami, [Abess Center for Ecosystem Science and Policy](#), SEEDS Visualization Workshop.
- Seelig, M. & **Tran, L.** ^^ (2014, Spring). Presentation on 'Social Media and Technology: Possibilities and Limitations' and promoting social justice at [ACC Leadership Symposium](#). University of Miami, Coral Gables, FL.
- Tran, L.** (2014, Spring). Presentation on 'Activism Games' at Social Justice Week's [ActivisUM](#) event. University of Miami, Coral Gables, FL.
- Ewing, C. & **Tran, L.** ^^ (2013, Fall). Demonstration of 'Games for social change' in [School of Communication](#) Special Topics in Communication COM609 course with Jyotika Ramaprasad. University of Miami, Coral Gables, FL.
- Ewing, C. & **Tran, L.** ^^ (2012, Fall). Demonstration of 'Games for social change' in [School of Communication](#) Special Topics in Communication COM609 course with Jyotika Ramaprasad. University of Miami, Coral Gables, FL.

National, Community-Based (7)

Tran, L.B. (2023, April). Invited presentation as an expert on transformational game design. [The Experts](#) improvisation show, Chicago, IL. | [Link](#)

Tran, L. (2018, Spring). Presentation on 'Interactive Media, STEAM, and Marketability'. [Code Art Miami](#), Coral Gables, FL.

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

Tran, L. & Ewing, C. (2016, Spring). Presentation on 'Interactive Media & South Florida' to a segment of the 250 business, professional, and civic leader members of [Citizens Board](#). University of Miami, Coral Gables, FL.

Ewing, C., & **Tran, L.** ^^ (2015, Summer). Presentation on 'Games and Design' during Skill Development and Career Day. Network of Indian Professionals, Lauderhill, FL.

Ewing, C. & **Tran, L.** ^^ (2014, Spring). Co-led level design workshop. Geeki Girl, Homestead, FL.

Tran, L., & Fluharty, S. (2012, April). Presentation and game demonstration of *Make a Move* to immigration advocates/specialists at 'On Their Own: Protecting the Rights of Immigrant Children' conference. [U.S Committee for Refugees and Immigrants](#) (USCRI), Washington, D.C. | [Link](#)

Presentations, Peer Reviewed, double blindedInternational (2)

Tran, L.B., Wagner, L. [Baus, L.](#) & [Jelke, B.](#) (2022, July). *Developing a Trauma-Informed Interviewing Training Module Prototype for Law Enforcement using Virtual Reality*. Selected to present extended abstract at 53rd annual international conference of the International Simulation and Gaming Association (ISAGA), Boston, MA. | [Link](#)

Tran, L. B., Ezer, T., [Fontenot, L.](#), & [Stuzin, D.](#) (2022, June). *Poor Not Guilty: An Experiential Street Law Education on the Criminalization of Poverty through Perspective-Taking*. Selected for a Well Played session at Games + Learning + Society, Irvine, CA. | [Link](#) | [Proceeding](#)

Presentations, Peer ReviewedInternational (9)

Chang, E., Gray, K., Pierre, S., Russworm, T., & **Tran, L.** ^^ (2022, March). "Finding the fun and games and teachable moments within complex social systems." Educators Summit panel "Teaching Games with Games 7: Changing the Game" moderated by Macklin, C. & Sharp, J. at Game Developers Conference (GDC), San Francisco, CA. | [Link](#)

Tran, L., Moran, K. & Hester, T. (2021, July). "The Role of Play in Multimodal Learning on U.S. Immigration". Presenter of a Project Brief session for 2021 Games for Change festival. | [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.

National (3)

Tran, L.B., & Ter-Ghazaryan, D. (2022, August). "GeoMuseUM: Experiencing art in situ and virtually." Presentation presented during Individual Presentations on Innovative Museum Design and Practice session at Professional Learning and Community Education's Play Make Learn conference, Madison, WI.

Tran, L., Ter-Ghazaryan, D., & Larson, C. (2021, May). Presentation on GeoMuseUM for Wellness and Equity at annual conference for the Association of Academic Museums and Galleries (AAMG), conducted virtually. | [Conference Program](#)

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](#)

Panel, Invited

International (4)

Fernandez, M., Friedl, D., Grant, N., Thomas, D., & **Tran, L.** ^^ (2022, April). Rethinking Training for Law Enforcement. Panelist, Gender Justice & Human Rights Symposium, Coral Gables, FL. | [Video](#) | [Conference 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.

National (7)

Tran, L.B., & Ter-Ghazaryan, D. (2022, August). "GeoMuseUM: Experiencing art in situ and virtually." Presentation presented during Individual Presentations on Innovative Museum Design and Practice session at Professional Learning and Community Education's Play Make Learn conference, Madison, WI.

Tran, L., Ter-Ghazaryan, D., & Larson, C. (2021, May). Presentation on GeoMuseUM for Wellness and Equity at annual conference for the Association of Academic Museums and Galleries (AAMG), conducted virtually. | [Conference Program](#)

Ter-Ghazaryan, D., & **Tran, L.** (2021, April). Co-presenter during [Telling & Performing Spatial Stories](#) session on "GeoMuseUM: A Geolocative Web Application and Sculpture Guide" as contextual art and geography at [annual meeting](#) for the American Association of Geographers (AAG), conducted virtually. | [Link](#)

Albrecht, J., Eisenhauer, E., Romanoski, S., **Tran, L.** & Miles, S. ^^ (2020, July). 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](#)

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

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

Local (2)

Do, A., Parker, M., & **Tran, L.** ^^ (2022, September). Faculty panelist for DePaul DeFrag Industry Night on breaking into and working in the games industry, Chicago, IL.

Blahnik, J., Dolan, B., Ewing, C. Neiburger, D., Neiburger, L., & **Tran, L.B.** ^^ (2022, January). Participated in 'Kids and eSports & Games' community panel for Oak Park, IL, on the considerations and benefits of games and eSports, including in higher education, for parents of middle school and high school aged players. | [Link](#)

Panel, Peer Reviewed

International (5)

Tran, L.B., Davis, T., Smith, M., Peterson, A., & Jones, S. (2022, October). "Legitimizing Analog Games in Academia". Panelist during 2022 Meaningful Play conference, East Lansing, MI. | [Link](#)

Culyba, D., Culyba, S., Grace, L., & Schrier, K., **Tran, L.B.** ^^ (2022, July). "Teaching the Next Generation of Games for Change Developers". Panelist during 2022 Games for Change festival, New York, NY.

Altizer, R., Ewing, C., Grace, L., Phelps, A., & **Tran, L.B.** ^^ (2022, June). "Leading Academic Game Studios: The Good, the Bad and the Ugly." Panelist at Games + Learning + Society, Irvine, CA.

DeAnda, M., Grace, L., Mejeur, C., Sierra, W., & **Tran, L.B.** ^^ (2021, July). Games for Change in the Classroom: Pandemic Edition". Panelist on Roundtable session for [2021 Games for Change festival](#).

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

National (6)

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.

Regional (1)

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.

Community Activities (10)

- Tran, L.** (2023, February). Moderator for *Insert Coin* documentary discussion with Joshua Tsui and Eugene Jarvis as part of DePaul University's School of Cinematic Arts' Visiting Artist Series, Chicago, IL. | [Link](#)
- 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.** (2019, Spring). Invited leader and mentor, University of Miami. Whitley Women's Leadership Symposium.
- 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.** (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](#)
- Tran, L.** (2015, Spring). Community mentor for Learn+Do+Share design workshops with Florida youth. FilmGate Interactive. | [Link](#)

TEACHING

Courses Taught (* created as new course)

DePaul University

GAM 224	Game Design for Non-Majors	Spring 2021
GAM 226	Fundamentals of Game Design	Autumn 2021, 2022, 2023; Winter 2022, 2023; Spring 2022
GAM 326 / GAM 440 / EXP 480	Games with a Purpose	Spring 2021, 2022

GAM 550	Incubation Studio *	Winter 2021, 2022
GAM 599	Independent Study	Autumn 2021
GAM 600	Thesis Studio	Spring 2021, Autumn 2021, Winter 2022
UXD 394 UXD 395	User Experience Design Projects: Capstone	Winter & Spring 2023
GAM 397 GAM 597 GD 390	Special Topics: Analog Game Production *	Spring 2023

University of Miami

CIM 211	Intro to Interaction Design	Spring 2018, Spring 2019, Spring 2020
CIM 471	Social Impact Games *	Fall 2018, Spring 2020
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

Dissertation Advising/Post-doctoral Student Supervision

Dissertation committee member, PhD Human Centered Design School of Design, College of Computing & Digital Media, DePaul University

- Gracie Straznickas (Autumn 2021 – Spring 2023)
“Assessing and Analyzing the Connections Between Videogames and Chronic Pain –
defended April 2023; Committee Chair: Michael DeAnda, Co-Committee Members: Peter
McDonald, Enid Montague

**Dissertation committee member, PhD in Counseling Psychology
School of Education & Human Development, University of Miami**

- Lauren Gutman, PhD (Summer 2017) “Understanding the Experiences of Commercially Sexually Exploited Children” using photo voice

Thesis Advising

**Faculty Advisor, MFA in Game Design, GAM 600 Thesis
School of Design, Jarvis College of Computing & Digital Media, DePaul University**

- Santiago Posada Jaramillo (Fall 2023), Apolonia: Pride and Fear
 - Meeting at least biweekly, providing feedback and guidance on preproduction and production process, as well as extensive thesis documentation
- Jordan Orelli, Class of 2022 (Spring 2021 – Spring 2022), [The Seal](#)
 - met almost weekly over 3 academic quarters spanning 15 months (30+ hours total)
 - providing feedback and guidance on preproduction and production process, as well as extensive thesis documentation
 - assisted in providing Orelli opportunities for extensive playtesting and showcasing of projects, including with Eugene P. Jarvis, game developer and named donor for our Jarvis College of Computing and Digital Media, and Dr. Maria Klawe, President of Harvey Mudd College, and at Gamers Universe community event hosted by Harold Washington Public Library, Chicago, IL
 - coordinated thesis defense and final feedback towards conferral of terminal MFA in Game Design degree

**Committee Member, MFA in Game Design
School of Design, Jarvis College of Computing & Digital Media, DePaul University**

Read through the thesis documentation and played game prototypes. Attended thesis defense, asked relevant questions about thesis, provided feedback and final requirements before terminal degree conferral. (3+ hours per student)

- Jordan Orelli, Class of 2022 (Spring 2022) – also served as Chair
- Jess Reed, Class of 2022 (Spring 2022)
- Joe Antonucci, Class of 2022 (Spring 2022)
- Wen-Tao (Eddie) Chan, Class of 2022 (Spring 2022)
- Wenda Li, Class of 2022 (Spring 2022)

**Committee Member, Department of Journalism & Media Management
School of Communication, University of Miami**

- 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)

Independent Study

- **GAM 599 Prosocial Game Design, Fall 2021**

Taught Lynn Baus, MA in Experience Design, on Prosocial Game Design through collaborating on *The Big Build Up*, a Prosocial Tabletop Game Relating One's Self-Esteem to Power and Control Exhibited in Dating Relationships, during a 6-week period; game was Winner of the [2021 Jennifer Ann Group's Life.Love](#) game design challenge #Unplugged edition on Power and Control

Non-credit Instruction

School of Design IMPACT Grants, Faculty Advisor

Advise student teams on their funded social innovation projects (3-5 hours per summer)

- Summer 2021 – Fall 2022: [Kingdom's Red Flags](#)
Abby Kingsley, Ross Chapman, Quinn Davis, Michael Vanderwerf (all undergraduate)
- Summer 2022 – Fall 2022: The Big Buildup 2.0
Lynn Baus (MA in Experience Design '22), Jess Reed (MFA in Game Design '22)

Academic Advising

Year	Students in BS in Game Design	MFA in Game Design
2021-22	29	9
2022-23	41	7
2023-24	40	8

Capstone Advising

MFA in Interactive Media, University of Miami (advisor role enacted in Spring 2019)

- [Laura Miller](#) - Outstanding Graduate Student, Class of 2020
Series of mini-games on consent (Spring 2020)
- [Carolina Diaz](#) - Outstanding Graduate Student, Class of 2019
Scribe podcast note taking iOS app (Spring 2019)

Graduate Student Research Assistantship Advising

School of Design, DePaul University

- Robin Van Bree, MFA in Game Design, Class of 2024; Fall 2022 – Spring 2023
- Santiago Posado Jaramillo, MFA in Game Design, Class of 2024; Fall 2022 – Spring 2023
- Elena Gonzalez, MA in Experience Design, Class of 2023; Fall 2022

Department of Cinema and Interactive Media, University of Miami

- Haoran "Harrison" Zhang, MFA in Interactive Media, Class of 2021
- Manouj Kumar Govindaraju, MFA in Interactive Media, Class of 2020
- Jose Manuel Guzman Fierro, MFA in Interactive Media, Class of 2018

SERVICE

University/Institutional Service

DePaul University, Chicago IL: January 2021 – present

2023–present **Faculty Advisory Board, [Global Asian Studies Program](#)**
Attend monthly advisory board meetings and related events; featured in [Spring 2023 newsletter](#) (p. 13)

2022–present **[Faculty Council](#), School of Design representative** (appointed)

2022–present **Member, [DePaul Migration Collaborative](#) Advisory Council**

Jarvis College of Computing and Digital Media (CDM)

2023- present **Board Member, Jarvis Student Center for Innovation & Collaboration ([JSC](#))**
Assist in ideating and organizing relevant events and initiatives hosted by and held at JSC and relevant to the CDM community, including collaboration and speaker events, workshops, and showcases

2023 XR Showcase co-organizer and exhibitor at Jarvis Student Center Matters at Play lab was one of the organizers for this first-time event, and I involved in the design and showcasing of 3 projects (1 VR project as faculty lead and 1 VR and 1 AR project as faculty advisor on student work)

2021–present **Member, International Committee**
Attend quarterly meetings to discuss, vote, and plan global learning including study abroad experiences offered through the college

2022 **Faculty Interviewee for college-wide promotional video content**
Recorded interviewee for 2022 DePaul Games promotional video;
Recorded interviewee as part of landmark gift and naming of college recognition video for Eugene P. Jarvis

2022 Faculty member in **stage party at Spring Commencement**
Name reader alternate for CDM in 2022, attended walkthrough rehearsal

2021–present **Taskforce Chair, [IndieCade Horizons](#)**
Primary liaison with IndieCade for DePaul as a participating institution coordinating faculty and student participation in conference and showcase events and sourcing relevant promotional material

School of Design

2021–present **Member, Game Design Program Committee**
Actively participate in committee responsible for the primary oversight of Game Design curriculum, including attending meetings and voting on curriculum changes

2022-23: Chair of MFA in Game Design Subcommittee including leading program committee meetings pertaining to the MFA in Game Design program; Primary

point of contact and final review for MFA admissions, including conducting interviews with early applicants

2021-23: DePaul faculty liaison for [IndieCade Horizons](#) (original online event showcasing & supporting new work and talent emerging from academic game design programs)

2021-22: Completed full MFA in Game Design program assessment; Assisted with BS in Game Design assessment; Conducted an adjunct faculty review

2022–present **Member, Faculty Search Committees**

Contribute to writing and finalizing job description, review completed candidate applications, conduct online interviews with initial set of candidates, conduct in-person interviews for finalists during campus visits, attend teaching demonstrations and research presentations, as well as meals/coffee talks. Attended university hiring and bias training required for search committee members.

Tenure Track Assistant Professor in Media & Design, 2022-23, successful hire

Tenure Track Assistant Professor in Industrial Design, 2022-23, successful hire

2023 **Co-organizer, DePaul User Experience Design (UXD) Capstone Showcase**

2023 **Faculty Volunteer on Admitted Students Day**

Gave teaching demonstration to 18 admitted high school students interested in a variety of design disciplines – game design, graphic design, industrial design, and UX – on design as storytelling and design thinking

2021–present **Member, Experience Design Program Committee (PC-EXP)**

Actively participate in committee responsible for the primary oversight of Experience Design curriculum, including attending meetings and voting on curriculum changes

2021–present **Member, Digital Media Communication & Media Art Program Committee (PC-DCMA),**

actively participate in committee responsible for the primary oversight of DCMA curriculum, including attending meetings and voting on curriculum changes

2022–present **Member, Graphic Design Program Committee (PC-GD)**

Aware of committee decisions regarding Graphic Design curriculum and vote on curriculum changes

2021-present **Emerging Technology Expert, [PUSH Studio](#)**

Collaborate with PUSH Studios on emerging technology projects as well as serving as an advisor on emerging technology projects and mentor to students

2022-present **Member, Graduate Curriculum Taskforce**

Reviewing curriculum across GAM, UXD, DCMA, HCI, HCD graduate programs to identify alignment and opportunities for core curriculum across programs

2022–present **Reviewer, Student IMPACT Grants**

Each spring term, I assist in the student information sessions and review 5-12 applications along with 2-4 other School of Design faculty to select grant recipients

2021–present **Member, Curriculum Committee**

actively participate in committee responsible for the primary oversight of School

- of Design wide curriculum, including attending meetings and voting on curriculum changes
- 2022 **Co-organizer, DePaul Games program Spring Showcase**
Assisted team in organizing end-of-academic year showcase of student games, including graduating undergraduate student capstones and graduate thesis projects
- 2022 **Taskforce Member, Print Center**
Attended meetings and assisted in identifying hardware and software needed for design students, especially for analog game projects, to use in brand-new Print Center resource
- 2021–2022 **Co-Chair, Faculty Search Committee for Lecturer of Design (term)**
Led in writing and finalizing job description, reviewed completed candidate applications (search was unexpectedly terminated early)
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University of Miami, Coral Gables FL: 2012 - 2020

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

- **Advisory Board Member, [Horizons](#), November 2022 – present**
Participate in roundtable meetings for the strategic advising and management of future Horizons initiatives including annual academic games conference and showcase series coordinated by [IndieCade](#) and [HEVGA](#) (Higher Education Video Games Alliance)
- **Reviewer for [Learning, Education & Games](#), May 2022 – June 2022**
Book chapter reviewer of double blinded submission to the 4th edition titled “50 Games for Inclusion, Equity, and Justice”, set for publication by Carnegie Mellon University Press in late 2023 to mid 2024
- **Reviewer for Meaningful Play academic conference, July 2022**
International conference reviewer of double blinded submissions for 2022 Meaningful Play conference at Michigan State University, East Lansing, MI
- **Reviewer for International Simulation and Gaming Association (ISAGA), May 2022**
International conference reviewer of double blinded submissions for ISAGA 2022 conference at Northeastern University, Boston MA
- **Reviewer and judge for Games+Learning+Society, February – March 2022**
International conference reviewer of double blinded submissions for first GLS conference at UC-Irvine; Single blind judging of 3 student games submitted to Games Showcase
- **Juror for 2021 [IndieCade](#) festival, April – August 2021**
Reviewing game submissions for the 2021 IndieCade International Festival of Independent Games
- **IndieCade [Horizons](#), faculty moderator, June 2021**
Moderator for “Coffee and Conversation” with Dr. Kat Schrier (Marist University), Matthew Board (Miami University), Dr. Daniel Vella (University of Malta), Dr. William H Huber (Abertay University), Chris Totten (Kent State University), Song Nam (George Mason University)
- **[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