Jason C. Yip
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CURRENT APPOINTMENT

UNIVERSITY OF WASHINGTON - SEATTLE
Information School, Assistant Professor of Digital Youth, 2015 – present
Human Centered Design & Engineering, Adjunct Assistant Professor, 2017 - present

JOAN GANZ COONEY CENTER
Sesame Workshop – New York City, NY
Senior Research Fellow, 2014 - present

EDUCATION

UNIVERSITY OF MARYLAND – COLLEGE PARK
College of Education
Ph.D. in Curriculum & Instruction (2008 - 2014)
Member of the Human-Computer Interaction Lab
Dissertation: The Evolution of Science Ownership in Learners Engaged in Design and Technology Usage
Committee members: Allison Druin (adviser, chair), Mike Stieff (co-adviser), June Ahn, Tamara Clegg, and Andrew Elby

UNIVERSITY OF PENNSYLVANIA
Graduate School of Education
M.S. Science and Mathematics Education (2001 – 2002)
Advisers: Kenneth Tobin and Jeanne Vissa
Dual certified in math and science education

College of Arts and Sciences
B.A. Chemistry, Math (minor), and Asian Studies (minor) - Cum Laude (1997 – 2001)

PAST RESEARCH POSITIONS

JOAN GANZ COONEY CENTER
Sesame Workshop – New York City, NY - Postdoctoral Research Fellow, 2013 – 2014

UNIVERSITY OF MARYLAND – COLLEGE PARK
College of Education - Graduate Research Assistant, 2008 - 2013

AWARDS

2018

ACM Computer Supported Collaborative Work (CSCW) Honorable Mention Best Paper (Top 5% out of 385 submissions)

International Conference of the Learning Sciences 2018 Naomi Miyake Best Student Paper Award Nominee

ACM CHI Conference on Human Factors in Computing Systems Honorable Mention Best Paper (Top 5% out of 2,500 submissions)

Mozilla Research Award

Google Faculty Research Award

2017

University of Washington – The Information School PROF (Pedagogical Recognition of our Faculty) Award for Teaching

University of Washington - Distinguished Teaching Award (Finalist)

ACM CHI Conference on Human Factors in Computing Systems Honorable Mention Best Paper (Top 5% out of 2,400 submissions)

iConference, Most Interesting Preliminary Results Paper (Finalist)

2015

Google Faculty Research Award

2014

International Conference of the Learning Sciences 2014 Best Student Paper Award Nominee (Top 4%)

International Conference of the Learning Sciences 2014 Best Paper Award Nominee (Top 4%)

2013

Sesame Workshop: The Joan Ganz Cooney Center Research Fellows Award

Yahoo! Human-Computer Interaction Lab Student Researcher Award (Honorable Mention)

Second Place, Best Oral Presentation (Education) – University of Maryland: Graduate Interaction Research Day

iConference – Best Social Media Expo Award (Finalist)

2011

Gordon Research Conference – Visualization in Science & Education: Visionary Grant – National Science Foundation (NSF)

2001

University of Pennsylvania - John Merck Institute Scholar

1997

Howard Hughes Medical Institute Scholar

PUBLICATIONS & PRESENTATIONS
(Student authors that I mentored are underlined)

PEER-REVIEWED JOURNALS (PUBLISHED)

1. Mills, K., Bonsignore, E., Clegg, T., Ahn, J., **Yip, J.**, Pauw, D., Hernly, K., & Pitt, C. (Accepted pending minor revisions). Connecting children's scientific funds of knowledge shared on social media to science concepts. *International Journal of Child-Computer Interaction*. [Impact factor – 1.366]

2. Kawas, S. Lawler, J.J., **Yip, J.C.**, Chase, S., & Davis, K. (2019). Sparking interest: A design framework for mobile technologies to promote children's interest in nature. *International Journal of*

Child-Computer Interaction.
[Impact factor – 1.366]

3.   Ahn, J., Clegg, T.L., **Yip, J.C.**, Bonsignore, E., Pauw, D., & Gubbels, M. (2015). Seeing the unseen learner: Designing and using social media to recognize children's science dispositions in action. *Learning, Media, and Technology.*
[h5-index – 20, Impact factor – 1.00]

4.   Stieff, M., Ryu, M. & **Yip, J.** (2013). Speaking across levels - teacher and student discourse practices in the chemistry classroom. *Chemistry Education Research and Practice.*
[h5-index – 15, Impact factor – 0.885]

5.   Foss, E., Guha, M.L., Papadatos, P., Clegg, T., **Yip, J.C.**, & Walsh, G. (2013). Cooperative Inquiry design techniques in a classroom of children with special learning needs. *Journal of Special Education Technology.*
[Acceptance rate: 22.5%]

6.   Foss, E., Hutchinson, H., Druin, A., **Yip, J.,** Ford, W., & Golub, E. (2013). Adolescent search roles. *Journal of the American Society for Information Science and Technology, 64*(1), 173-189.
[h5-index – 54, Impact factor - 2.081]

7.   Sechler, J. M. G., **Yip, J.** and Rosenberg, A. S. (1997) Genetic variation among 129 substrains: Practical consequences. *J. Immunol. 159.* 5766–5768.
[h5-index – 107, Impact factor – 6.937]

PUBLISHED CONFERENCE PROCEEDINGS (REFEREED)[1,2]

1.   Roldan, W., Vanegas, P., Pina, L., Gonzalez, C., & **Yip, J.C.** (2019). The role of funds of knowledge in online search and brokering. In *Proceedings of Computer-Supported Collaborative Learning Conference.*
[h5-index – 15, Acceptance rate - 35%]

2.   **Yip, J.**, Sobel, K., Gao, X., Hishikawa, A.M., Lim, A., Meng, L., Ofiana, R.F., Park, J., & Hiniker, A. (2019). Laughing is scary, but farting is cute: A conceptual model of children's perspectives of creepy technologies. In *Proceedings of ACM SIGCHI Human Factors in Computing Systems (CHI 2019).*
[h5-index – 86, Acceptance rate – 23.8%]

3.   Beneteau, E., Richards, O.K., Zhang, M.R., Kientz, J., **Yip, J.**, & Hiniker, A. (2019). Communication breakdowns between families and Alexa. In *Proceedings of ACM SIGCHI Human Factors in Computing Systems (CHI 2019).*
[h5-index – 86, Acceptance rate – 23.8%]

4.   Bhattacharya, A., Windleharth, T.W., Ishii, R.A., Acevedo, I.M., Aragon, C., Kientz, J., **Yip, J.C.**, & Lee, J.H. (2019). Group interactions in location-based gaming: A case study of raiding in Pokémon GO. In *Proceedings of ACM SIGCHI Human Factors in Computing Systems (CHI 2019).*
[h5-index – 86, Acceptance rate – 23.8%]

5.   Pina, L., Gonzalez, C., Nieto, C., Roldan, W., Onofre, E., & **Yip, J.** (2018). How U.S. Latino children engage in collaborative online information problem solving with their families. In

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[1] *Premiere conferences in computer science (e.g., CHI, IDC) are highly selective and intended for archival papers only. These conferences often exceed journals in their selectivity, visibility, and impact. Please see http://portal.acm.org/citation.cfm?id=1743546.1743569 for details. Wherever available, the acceptance rate and h5-index is provided following each citation.*

[2] *In HCI and computer science, Ph.D. students often list their advisor(s) as the last author, since the advisor helps with idea formulation, project planning, and paper writing.*

Proceedings of ACM Computer Supported Collaborative Work.
[h5-index – 56, Acceptance rate – 26%]
HONORABLE MENTION Best Paper Award (Top 5% of 385 submissions)

6. Mills, K., Bonsignore, E., Clegg, T., Ahn, J., **Yip, J.,** Pauw, D., Cabrera, L., Hernly, K., & Pitt, C. (2018). Designing to illuminate children's scientific funds of knowledge through social media sharing. In *Proceedings of ACM Interaction Design and Children.*
[h5-index – 22, Acceptance rate – 29.5%]

7. Cabrera, L., Ahn, J., **Yip, J.**, Clegg, T., Hernly, K., Bonsignore, E., Pitt, C., Pauw, D. (2018). Exploring practices on the move: Facilitating learning across a neighborhood. *Proceedings of International Conference of the Learning Sciences (ICLS 2018).*
HONORABLE MENTION for Best Student Paper Award
[Acceptance rate – 32% for full papers]

8. Banerjee, R., Liu, L., Sobel, K., Pitt, C., Lee, K.J., Wang, M., Chen, S., Davison, L., **Yip, J.**, Ko, A., & Popovič, Z. (2018). Empowering families facing English literacy challenges to jointly engage in computer programming. In *Proceedings of SIGCHI Human Factors in Computing Systems (CHI 2018).* New York, NY: ACM.
[h5-index – 85, Acceptance rate – 25%]
HONORABLE MENTION Best Paper Award (Top 5% of 2,500 submissions)

9. Ahn, J.*, Clegg, T.*, **Yip, J.***, Bonsignore, E., Pauw, D., Cabrera, L., Hernly, K., Pitt, C., Mills, K., Salazar, A., Griffing, D., Rick, J., & Marr, R. (2018). Science Everywhere: Designing public, tangible displays to connect youth learning across settings. In *Proceedings of SIGCHI Human Factors in Computing Systems (CHI 2018).* New York, NY: ACM.
*Note: First authors are listed by alphabetical order (Ahn, Clegg, Yip).
[h5-index – 85, Acceptance rate – 25%]

10. Woodward, J., McFadden, Z., Shiver, N., Ben-hayon, A., **Yip, J.C.**, & Anthony, L. (2018). Using co-design to examine how children conceptualize intelligent interfaces. In *Proceedings of SIGCHI Human Factors in Computing Systems (CHI 2018).* New York, NY: ACM.
[h5-index – 85, Acceptance rate – 25%]

11. Ko, A., Hwa, L., Davis, K. & **Yip, J.C.** (2018). Informal computing mentoring of low-income adolescents: Relationships, roles, qualities, and impact. In *Proceedings of SIGCSE 2018.*
[h5-index - 32, Acceptance rate - 35%]

12. **Yip, J.C.**, Windleharth, T., & Lee, J.H. (2017). Collaborative scientizing in *Pokémon GO* online communities. In *Proceedings of Computer-Supported Collaborative Learning.* ISLS.
[h5-index – 15, Acceptance rate - 35%]

13. **Yip, J.C**., Sobel, K., Pitt, C., Lee, K.J., Chen, S., Nasu, K., & Pina, L. (2017). Examining adult-child interactions in participatory design. In *Proceedings of SIGCHI Human Factors in Computing Systems (CHI 2017).* New York, NY: ACM.
[h5-index – 83, Acceptance rate – 25%]
HONORABLE MENTION Best Paper Award (Top 5% of 2,400 submissions)

14. Clegg, T., Norooz, L., Kang, S., Byrne, V., Katzen, M., Valez, R., Plane, A., Oguamanam, V., Outing, T., **Yip, J.,** Bonsignore, E., & Froehlich, J. (2017). Live physiological sensing & visualization ecosystems: An Activity Theory analysis. In *Proceedings of SIGCHI Human Factors in Computing Systems (CHI 2017).* New York, NY: ACM.
[h5-index – 83, Acceptance rate – 25%]

15. Sobel, K., Bhattacharya, A., Hiniker, A., Lee, J.H., Kientz, J., & **Yip, J.C.** (2017). "It wasn't really about the Pokémon": Understanding families' experiences with a location-based mobile game. In *Proceedings of SIGCHI Human Factors in Computing Systems (CHI 2017).* New York, NY: ACM.
[h5-index – 83, Acceptance rate – 25%]

16. Pina, L., Munson, S., Ward, T., **Yip, J.C.,** Fogarty, J., & Kientz, J. (2017). From personal informatics to family informatics: Understanding family practices around health monitoring. In *Proceedings of Computer-Supported Collaborative Work.*
[h5-index – 49, Acceptance rate - 26%]

17. **Yip, J.C.,** Gonzalez, C., & Katz, V. (2016). The learning experiences of youth online information brokers. In C. K. Looi, J.L. Polman, U. Cress, & P. Reimann, P. (Eds.). *Transforming Learning, Empowering Learners: The International Conference of the Learning Sciences (ICLS)* (Vol. 1, pp. 362 – 369). Singapore: International Society of the Learning Sciences.
[h5-index – 13, Acceptance rate – 31%]

18. **Yip, J.C.,** Clegg, T., Ahn, J., Uchidiuno, J., Bonsignore, E., Beck, A., Pauw, D., & Mills, K. (2016). The evolution of roles and social bonds during child-parent co-design. *In Proceedings of SIGCHI Human Factors in Computing Systems (CHI 2016)* (pp. 3607-3619). New York, NY: ACM.
[h5-index – 84, Acceptance rate – 23.8%]

19. Pauw, D., Clegg, T., Ahn, J., Bonsignore, E., **Yip, J.C.** , & Uchidiuno, J. (2015). Navigating connected inquiry learning with ScienceKit. In Lindwall, O., Häkkinen, P., Koschman, T. Tchounikine, P. & Ludvigsen, S. (Eds.) (2015). *Exploring the Material Conditions of Learning: The Computer Supported Collaborative Learning (CSCL) Conference 2015* (Vol. 1, pp. 300 – 307). Gothenburg, Sweden: The International Society of the Learning Sciences.
[h5-index – 15, Acceptance rate – 36%]

20. Gelderblom, H., **Yip, J.,** Bonsignore, E., & Chimbo, B. (2014). Self-recorded audio feedback as a means to allow young, vulnerable children to participate in design. In J. Steyn & D. Van Greunen (Eds.), *Proceedings of the 8th International Development Informatics Association Conference*. (pp. 206-222). Roodepoort, South Africa.

21. **Yip, J.C.,** Ahn, J., Clegg, T.L., Bonsignore, E., Pauw, D. & Gubbels., M. (2014). "It helped me do my science." A case of designing social media technologies for children in science learning. In *Proceedings of the 13th International Conference on Interaction Design and Children (IDC 2014)* (pp. 155-164). New York, NY: ACM.
[h5-index – 19, Acceptance rate - 31%]

22. **Yip, J.C.,** Clegg, T.L., Ahn, J., Bonsignore, E., Gubbels, M., Rhodes, E., & Lewittes, B. (2014). The role of identity development within tensions in ownership of science learning. *Proceedings of the Eleventh International Conference of the Learning Sciences (ICLS 2014).*
[h5-index – 16, Acceptance rate – 30%]
HONORABLE MENTION for Best Student Paper Award (Top 4%)

23. Ahn, J., Subramaniam, M., Bonsignore, E., Pellicone, A., Waugh, A., & **Yip, J.C.** (2014). "I want to be a game designer or scientist": Connected learning and developing identities with urban, African-American youth. *Proceedings of the Eleventh International Conference of the Learning Sciences (ICLS 2014).*
[h5-index – 16, Acceptance rate – 30%]
HONORABLE MENTION for Best Paper Award (Top 4%)

24. Clegg, T.L., Bonsignore, E., Ahn, J., **Yip, J.C.,** Pauw, D., & Gubbels, M. (2014). Capturing personal and social science: Technology for integrating the building blocks of disposition. *Proceedings of the Eleventh International Conference of the Learning Sciences (ICLS 2014).*
[h5-index – 16, Acceptance rate – 30%]

25. **Yip, J.C.,** Clegg, T., Bonsignore, E., Gelderblom, H., Rhodes, E., & Druin, A. (2013). Brownies or Bags of Stuff: Domain expertise in Cooperative Inquiry with children. In *Proceedings of the 12th International Conference on Interaction Design and Children (IDC 2013)* (pp. 201-210). New York, NY: ACM.
[h5-index – 19, Acceptance rate – 33%]

26. Clegg, T., **Yip, J.C.,** Ahn, J., Bonsignore, E., Gubbels, M., Lewittes, B. & Rhodes, E. (2013). When face-to-face fails: Opportunities for social media to foster collaborative learning. In N. Rummel, M. Kapur, M. Nathan, & S. Puntambekar (Eds.), *Proceedings of the Tenth Computer Supported Collaboration Learning Conference (CSCL 2013)* (Vol. 1, pp. 113 – 120). Madison, WI.
[h5-index – 15, Acceptance rate – 36%]

27. Bonsignore, E., Ahn, J., Clegg, T.L., Guha, M.L., Hourcade, J.P., **Yip, J.C.** & Druin, A. (2013). Embedding participatory design into designs for learning: An untapped interdisciplinary resource? In N. Rummel, M. Kapur, M. Nathan, & S. Puntambekar (Eds.), *Proceedings of the 10th International Conference on Computer-Supported Collaborative Learning* (Vol. 1, pp. 549-556). Madison, WI.
[h5-index – 15, Acceptance rate – 36%]

28. Walsh, G., Foss, E., **Yip, J.** & Druin, A. (2013). FACIT PD: Framework for analysis and creation of intergenerational techniques for participatory design. *Proceedings of the 31st International Conference on Human Factors in Computing Systems (CHI 2013)* (pp. 2893-2902). New York, NY: ACM.
[h5-index – 78, Acceptance rate – 20%]

29. **Yip, J.C.,** Clegg, T.L., Bonsignore, E., Gelderblom, H., Lewittes, B., Guha, M.L., & Druin, A. (2012). Kitchen Chemistry: Supporting learners' decisions in science. In J. van Aalst, K. Thompson, M.J. Jacobson, and P. Reimann, (Eds.), *Proceedings of the Tenth International Conference of the Learning Sciences (ICLS 2012)* (Vol. 1, pp. 103 – 110). Mahwah, NJ: Erlbaum.
[h5-index – 16, Acceptance rate – 25%]

30. Clegg, T.L., Bonsignore, E., **Yip, J.C.,** Gelderblom, H., Kuhn. A., Valenstein, T. & Druin, A. (2012). Technology for promoting scientific practice and personal meaning in life-relevant learning. *Proceedings of the 11th International Conference on Interaction Design and Children (IDC 2012)* (pp. 152-161). New York, NY: ACM.
[h5-index – 19, Acceptance rate – 29%]

31. Walsh, G., Druin, A., Guha, M.L., Bonsignore, E., Foss, E., **Yip, J.,** Golub, E., Clegg, T., Brown, Q., & Brewer, R. (2012). DisCo: A co-design online tool for asynchronous distributed child and adult design partners. *Proceedings of the 11th International Conference on Interaction Design and Children (IDC 2012)* (pp. 11-19). New York, NY: ACM.
[h5-index – 19, Acceptance rate – 29%]

PUBLISHED SHORT PAPERS AND EXTENDED ABSTRACTS (REFEREED)

1. Mills, K., Bonsignore, E., Clegg, T., **Yip, J.C.**, Ahn, J., Beck, A., Pauw, D., Pitt, C., Jeong, H., & Orellana, C. (2019). Social media in the science classroom: Bridging funds of knowledge to scientific concepts. In *Proceedings of Computer-Supported Collaborative Learning.*

2. Chen, Y.Y., **Yip, J.C.,** Rosner, D., & Hiniker, A. (2019). Lights, music, stamps! Evaluating mealtime tangibles for preschoolers. In *Proceedings of ACM Tangibles, Embedded, and Embodied Interactions.*
[h5-index - 26, Acceptance rate - 28%]

3. Lee, J.H., Schmalz, M., **Yip, J.C.**, & Windleharth, T. (2017)**.** Impact of location-based augmented reality Games on people's information behavior. In *Proceedings of iConference.*
FINALIST for Most Interesting Preliminary Results Paper

4. Hourcade, J.P., Nathan, L., Zaphiris, P., Chisik, Y., Rivera-Loaiza, C., & **Yip., J.C.** (2016). Conflict and HCI: Preventing, deescalating, and recovering. In *Proceedings of the 2016 CHI Conference Extended Abstracts on Human Factors in Computing Systems* (pp. 1127-1130). New York, NY: ACM.

5. Banerjee, R., **Yip, J.**, Lee, K.J., & Popović, Z. (2016). BlockStudio: Empowering children to rapidly author games and animations without writing code. In *Proceedings of Interaction Design and Children* (pp. 230-237). New York, NY: ACM.

6. Baumer, E., … **Yip, J.C.** (2014). CHI 2039: Speculative research visions. *CHI 2014 Extended Abstracts on Human Factors in Computing Systems.*

7. Fisher, K., Eisenberg, M., **Yip, J.**, Dahya, N., & Davis, K. (2014). Digital youth - The state of affairs. *In Proceedings of the Annual Meeting of the Association for Information Science and Technology.*

8. Bonsignore, E., Ahn, J., Clegg, T.L., **Yip, J.C.**, Pauw, D., Gubbels, M., Lewettis, B., & Rhodes, E. (2014). Selfies for science: Collaborative configurations around ScienceKit. In *Proceedings of the Computer Supported Collaborative Work (CSCW2014).*

9. **Yip, J.C.**, Foss, E., Bonsignore, E., Guha, M.L., Norooz, L., Rhodes, E., McNally, B., Papadatos, P., Golub, E., & Druin, A. (2013). Children initiating and leading Cooperative Inquiry sessions. *Proceedings of the 12th International Conference on Interaction Design and Children (IDC '13)* (pp. 293-296). New York, NY: ACM.

10. Ahn, J., Gubbels, M., **Yip, J.C.**, Bonsignore, E., & Clegg, T.L. (2013). Using social media and learning analytics to understand how children engage in scientific inquiry. *Proceedings of the 12th International Conference on Interaction Design and Children (IDC '13)* (pp. 427-430). New York, NY: ACM.

11. Ahn, J., **Yip, J.**, & Gubbels, M. (2013). SINQ: Designing social media to foster everyday scientific inquiry for children. In *Proceedings of the 12th International Conference on Interaction Design and Children (IDC ' 13)* (pp. 503 – 506). New York, NY: ACM

12. Chu, S., **Yip, J.C.**, Haas, J., & Roman, C. (2013). Qualitative methods for studying learning through gameplay at museums and science centers. *Proceedings of Games Learning Society 9.0 (GLS 9.0)*. Madison, WI.

13. Ryan, S., **Yip, J.C.**, Stieff, M. & Druin, A. (2013). Cooperative inquiry as communities of practice. In N. Rummel, M. Kapur, M. Nathan, & S. Puntambekar (Eds.), *Proceedings of the 10th International Conference on Computer-Supported Collaborative Learning (CSCL 2013)* (Vol. 2, pp. 145-148). Madison, WI.

14. Gubbels, M., **Yip, J.C**., Kim, J., & Ahn, J. (2013) Science INQuiry. In *Proceedings of the iConference 2013* (pp. 1102-1105). Ft. Worth, TX.
    FINALIST for Best Social Media Expo Award

15. **Yip, J.C.**, Clegg, T.L., Druin, A., Guha, M.L., Golub, E., Bonsignore, E., Foss, E., & Walsh, G. (2012). Kitchen Chemistry: Supporting learners' decisions in science. In *Proceedings of the Teachers College Educational Technology Conference 2012 (TCETC)* (pp. 82 – 84). New York City, NY: Teachers College.

WORKSHOP PAPERS AND DEMONSTRATIONS (REFEREED, UNBLIND)

1. Gee, E., Siyahhan, S., Tran, K., Devane, B., Dietmeier, J., Miller, B., Missall, K., Nanda, S., Banerjee, R., & **Yip, J.C.** (2017, August). Intergenerational game play and family learning: Current insights and future directions. *ACM Foundations of Digital Games conference.* Cape Cod, MA.

2. Sobel, K., Kientz, J., Clegg, T., Gonzalez, C., & **Yip, J.** (2017, June). Workshop on equity & inclusivity. Workshop session at *Interaction Design and Children*. Palo Alto, CA.

3. **Yip, J.** et al. (2016, April). Connecting learners to place, space, and personal experience with technology and new media. Structured poster symposium at *American Educational Research Association Conference*. Washington, D.C.

4. **Yip, J** & Elby, A. Freddie science: Can we tease apart science and engineering from learners? Roundtable presentation at *American Educational Research Association Conference*. Washington, D.C.

5. Arnold, L., Lee, K.J., & **Yip, J.C.** (2016, March). Co-designing with children: An approach to social robot design. Workshop paper in *11th ACM//IEEE International Conference on Human-Robot Interaction*. New Zealand.

6. Davis, K., Fisher, K., Dahya, N., **Yip, J.C.**, Eisenberg, M., & Mills, E. (2015, June). Youth perspectives on equity, access and information exchange in educational technology: Implications for research, practice, and policy. *Digital Media & Learning Conference.* Los Angeles, CA.

7. Ahn, J., Clegg, T., **Yip, J.C.**, Rick, J., & Bonsignore, E. (2015, June). Innovations in Learning and Design. Workshop paper in *Interaction Design and Children*. Boston, MA.

8. **Yip, J.C.** (2015). Participatory STEM learning in children and families. Early career workshop paper in *Computer Supported Collaborative Learning (CSCL 2015)* (pp. 905 – 906). Gothenburg, Sweden.

9. Ahn, J., **Yip, J.C.** & Gubbels, M. SINQ: Designing social media to foster everyday scientific inquiry for children. (2013). Demonstration paper in *Proceedings of the 12th International Conference on Interaction Design and Children (IDC '13)* (pp. 503 – 506). New York, NY: ACM.

10. **Yip, J.C.**, Bonsignore, E., Ahn, J., Clegg, T.L., & Guha, M.L. (2013) Building ScienceKit through Cooperative Inquiry. In *Human-Computer Interaction and the Learning Sciences Workshop at the Tenth Computer Supported Collaboration Learning Conference (CSCL 2013).* Madison, WI, USA.

11. Bonsignore, E., **Yip, J.C.**, Ahn, J., Clegg, T.L., & Guha, M.L. (2013). Designing for learners, with learners: Toward a theory of Cooperative Inquiry in the design of learning technologies. In *Human-Computer Interaction and the Learning Sciences Workshop at the Tenth Computer Supported Collaboration Learning Conference (CSCL 2013).* Madison, WI, USA.

12. **Yip, J.C.,** Foss, E, & Guha, M.L. (2012, October). Co-designing with adolescents. In *Proceedings of the Designing Interactive Technology for Teens Workshop at NordiCHI*. Copenhagen, Denmark.

BOOK CHAPTERS AND BOOKS (PUBLISHED)

1. **Yip, J.C.** & Lee, K.J. (2018). The design of digital learning activities for libraries through participatory design. In V. Lee & A. Phillips (Eds.). *Reconceptualizing libraries: Perspectives from the information and the learning sciences*. Routledge.

2. **Yip, J.C.**, Gonzalez, C., & Katz, V. (2017). Children of immigrants' experiences in online information brokering. In E. Gee, L. Takeuchi, & E. Wartella (Eds.). *Children and families in the digital age: Learning together in a media saturated culture*. Routledge Press.

3. DiSalvo, B., **Yip, J.C.**, Bonsignore, E., & DiSalvo, C. (Eds.). (2017). *Participatory design and the learning sciences*. Routledge.

4. **Yip, J.C.**, & Lee, J. (2017). Sesame Street. In K. Peppler, N. Deutsch, V. Michalchik, K. Sheridan, R. Tai, & K. Wohlwend (Eds.). *The SAGE encyclopedia of out-of-school learning.*

5. **Yip, J.C.** (2017). Participatory design, learning sciences, and instructional design. In A. Carr-Chelman & G. Rowland. (Eds.). *Issues in technology, learning, and instructional design: Classic and contemporary dialogues.*

6. **Yip, J.,** Levine, M., Lauricella, A., & Wartella, E. (2015). Early learning and healthy development in a digital age. In A. Farrell, S.L. Kagan, & K. Tisdal (Eds.) *SAGE handbook for early childhood development* (pp 398 - 418). SAGE.

WHITE PAPERS AND REPORTS (UNBLIND)

1.   Fisher, K., Davis, K., **Yip, J.**, Dahya, N., Mills, J.E., & Eisenberg, M.B. (2016). Digital Youth Seattle Think Tank white paper.

INVITED PAPERS (UNBLIND)

1.   **Yip, J.C.,** Arnold, L., Gallo, A., Lee, K.J., Pitt, C., Sobel, K., & Chen, S. (2016). How to start a participatory design group. *Interactions ACM, March 2016.*
        [h5-index – 20]

2.   Clegg, T., Ahn, J., **Yip, J**., Bonsignore, E., & Pauw, D. (2016). Scientizing with ScienceKit: Social media and storytelling mobile apps for developing playful scientist disposition. *Educational Technology.*

PUBLISHED CURRICULA AND MATERIALS

1.   Joan Ganz Cooney Center (2016). *Digital Games and Family Life infographic.* New York City, NY.

2.   Joan Ganz Cooney Center (2015). *The Apple Guide to Apps for Children and Families*. Cupertino, CA.

3.   Stieff, M., Nighelli, T., **Yip, J.,** Ryan, S., & Berry, A. (2012). *The Connected Chemistry Curriculum (Vol. 1-9).* Chicago, IL: University of Illinois at Chicago.

CONFERENCE PRESENTATIONS, POSTERS, & INVITED TALKS

2018

1.   **Yip, J.C.** (2018, November). Pokemon Go and family learning in location-based mobile gaming. Presentation at *Future of Childhood Salon*. Tempe, AZ, USA..

2.   Pina, L., Gonzalez, C., Nieto, C., Roldan, W., Onofre, E., & **Yip, J.** (2018, November). Children engage in collaborative online information problem solving with their families. Presentation at *Proceedings of ACM Computer Supported Collaborative Work.* Jersey City, NJ, USA.

3.   Mills, K., Bonsignore, E., Clegg, T., Ahn, J., **Yip, J.,** Pauw, D., Cabrera, L., Hernly, K., & Pitt, C. (2018, June). Designing to illuminate children's scientific funds of knowledge through social media sharing. Presentation at *Proceedings of ACM Interaction Design and Children.* Trondheim, Norway.

4.   Cabrera, L., Ahn, J., **Yip, J.,** Clegg, T., Hernly, K., Bonsignore, E., Pitt, C., Pauw, D. (2018, June). Exploring practices on the move: Facilitating learning across a neighborhood. Presentation at *Proceedings of International Conference of the Learning Sciences (ICLS 2018).* London, UK.

5.   Gonzalez, C., Bollinger, B., **Yip, J.,** Pina, L., & Nieto, C. (2018, May). Children as informal health advocates: Implications of intergenerational online information seeking for communication privacy management. Presented at the *International Communication Association Annual Conference*. Prague, Czech Republic.

6.   Gonzalez, C., Bollinger, B., **Yip, J.,** Pina, L., & Nieto, C. (2018, April). Children as informal health advocates: Implications of intergenerational online information seeking for communication privacy management. Presented at the *Kentucky Conference on Health Communication*. Lexington, KY, USA.

7.   Banerjee, R., Liu, L., Sobel, K., Pitt, C., Lee, K.J., Wang, M., Chen, S., Davison, L., **Yip, J.,** Ko, A., & Popovič, Z. (2018, April). Empowering families facing English literacy challenges to jointly engage in computer programming. Presentation at *Proceedings of SIGCHI Human Factors in Computing Systems (CHI 2018).* Montreal, Quebec, Canada.

8.   Ahn, J.*, Clegg, T.*, **Yip, J.***, Bonsignore, E., Pauw, D., Cabrera, L., Hernly, K., Pitt, C., Mills, K., Salazar, A., Griffing, D., Rick, J., & Marr, R. (2018, April). Science Everywhere: Designing public, tangible displays to connect youth learning across settings. Presentation at *Proceedings of SIGCHI Human Factors in Computing Systems (CHI 2018).* Montreal, Quebec, Canada.
     *Note: First authors are listed by alphabetical order (Ahn, Clegg, Yip).

9.   Woodward, J., McFadden, Z., Shiver, N., Ben-hayon, A., **Yip, J.C.**, & Anthony, L. (2018, April). Using co-design to examine how children conceptualize intelligent interfaces. Presentation at *Proceedings of SIGCHI Human Factors in Computing Systems (CHI 2018).* Montreal, Quebec, Canada.

10. **Yip, J.C.**, & Lee, K.J. (2018, April). Co-Designing with librarians: A case study of Cooperative Inquiry to support learning designs. Presentation at *American Education Research Association*. New York City, NY.

11. Ahn, J., Clegg, T.L., **Yip, J.C.**, Bonsignore, E., Cabrera, L., Mills, K., & Pitt, C. (2018, April) Designing interactive public displays for neighborhood scientizing. Presentation at *American Education Research Association.* New York City, NY.

12. **Yip, J.C.**, Pitt, C., Clegg, T.L., Ahn, J., Bonsignore, E., Cabrera, L., Mills, K., & Pauw, D. (2018, April). Designing interactive public displays for neighborhood scientizing. Presentation at *American Education Research Association.* New York City, NY.

13. **Yip, J.C.** (2018, March). Information searching and brokering in Latin American families. Presentation at *Digital Promise.* Palo Alto, CA.

14. Ko, A., Hwa, L., Davis, K. & **Yip, J.C.** (2018, February). Informal computing mentoring of low-income adolescents: Relationships, roles, qualities, and impact. In *Proceedings of SIGCSE 2018*. Baltimore, MD.

2017

1.   **Yip, J.C.** (2017, October). *How do digital technologies support how families participate and collaboratively learn together?*. Presentation at Change Seminar at University of Washington. Seattle, WA.

2.   Lee, J.H., Cho, H., Keating, S., Schmalz, M., Windleharth, T., & **Yip, J.** *Quests in the Ivory Tower: U. of Washington GAMER Group*. Presentation at Penny Arcade Expo (PAX) West. Seattle, WA.

3.   **Yip, J.** (2017, September). *KidsTeam UW*. Presentation at Seattle Design Fair. Seattle, WA.

4.   Gee, E., Siyahhan, S., Tran, K., Devane, B., Dietmeier, J., Miller, B., Missall, K., Nanda, S., Banerjee, R., & **Yip, J.C.** (2017, August). Intergenerational game play and family learning: Current insights and future directions. Presentation at *ACM Foundations of Digital Games conference.* Cape Cod, MA.

5.   **Yip, J.C.**, Windleharth, T., & Lee, J.H. (2017, June). Collaborative scientizing in *Pokémon GO* online communities. Presentation at *Computer-Supported Collaborative Learning*. ISLS. Philadelphia, PA.

6.   Sobel, K., Bhattacharya, A., Hiniker, A., Lee, J.H., Kientz, J., & **Yip, J.C.** (2017, May). "It wasn't really about the Pokémon": Understanding families' experiences with a location-based mobile game. Presentation at *Proceedings of SIGCHI Human Factors in Computing Systems (CHI 2017).* Denver, CO.

7.   Clegg, T., Norooz, L., Kang, S., Byrne, V., Katzen, M., Valez, R., Plane, A., Oguamanam, V., Outing, T., **Yip, J.**, Bonsignore, E., & Froehlich, J. (2017, May). Live physiological sensing & visualization ecosystems: An Activity Theory analysis. In *Proceedings of SIGCHI Human Factors in Computing Systems (CHI 2017).* Denver, CO.

8.   **Yip, J.C**., Sobel, K., Pitt, C., Lee, K.J., Chen, S., Nasu, K., & Pina, L. (2017, May). Examining adult-child interactions in participatory design. Presentation at the *Proceedings of SIGCHI Human Factors in Computing Systems (CHI 2017).* Denver, CO.

9.   **Yip, J.C.** (2017, April). KidsTeam UW: Why do equal partnerships in co-design matter for children and family technologies? Presentation at *University of Washington Communication School.* Seattle, WA.

10.   Mills, J.E., Clarke, R. I., Lee, J. H., Williams, H., Hendry, D. G., & **Yip, J.** (2017, January). More than form and function: Developing a design course for graduate library education. Presentation at the *Association for Library and Information Science Education* conference. Atlanta, GA.

2016

1.   **Yip, J.C.**, Gonzalez, C., & Katz, V. (2016, November). The learning experiences of youth online information brokers. Presentation at *Society for Research on Child Development.* Irvine, CA.

2.   **Yip, J.C.**, Rubio, J., Velasquez, J., & Braun, L. (2016, October). *The participatory library: Partnering with teens to design library learning experiences.* Presentation at Young Adult Library Services Association. Pittsburgh, PA.

3.   Hildreth, S., Janes, J., Lee, J., Williams, H., & **Yip, J.C.** (2016, September). *Masters of Library and Information Studies orientation*. Panelist at University of Washington – iSchool. Seattle, WA.

4.   **Yip, J.C.**, Gonzalez, C., & Katz, V. (2016, June). The learning experiences of youth online information brokers. Presentation at *Proceedings of the International Conference of the Learning Sciences (ICLS 2016).* Singapore.

5.   Banerjee, R., **Yip, J.**, Lee, K.J., & Popović, Z. (2016, June). BlockStudio: Empowering children to rapidly author games and animations without writing code. Presentation at *Interaction Design and Children*. Lancashire, UK.

6.   **Yip, J.C.,** Clegg, T., Ahn, J., Uchidiuno, J., Bonsignore, E., Beck, A., Pauw, D., & Mills, K. (2016, May). The evolution of roles and social bonds during child-parent co-design. Presentation at *SIGCHI Human Factors Conference.* San Jose, CA.

7.   **Yip, J.** & Elby, A. (2016, April). *Freddie science: Can we tease apart science and engineering identities?* Roundtable paper discussion at the American Educational Research Association Conference. Washington, D.C.

8.   **Yip, J.** et al. (2016, April). *Connecting learners to place, space, and personal experience with technology and new media*. Poster presentation at American Educational Research Association Conference. Washington, D.C.

2015

1.   Lee, J., Windleharth, T., & **Yip, J.C.** (2015, October). *Video game research at the iSchool*. Invited panel at University of Washington – Information School. Seattle, WA.

2.   **Yip, J.C.** (2015, October). *National Science Foundation workshop: Designing media for underserved families (second session)*. Invited workshop at Stanford University – d.school. Menlo Park, CA.

3.   **Yip, J.** (2015, October). *Families and Media*. Invited meeting at Stanford University. Menlo Park, CA.

4.   **Yip, J.** (2015, October). *Online information brokering in children of limited English proficient families*. Invited talk at Google. Mountain View, CA.

5. **Yip, J.** (2015, October). *Education technologies and inequities*. Invited talk at University of Washington – Communications. Seattle, WA.

6. Janes, J., Lee, J., Williams, H., & **Yip, J.C.** (2015, September). *Masters of Library and Information Studies orientation*. Panelist at University of Washington – iSchool. Seattle, WA.

7. Ahn, J., Clegg, T., **Yip, J.C.**, Rick, J., & Bonsignore, E. (2015, June). Innovations in Learning and Design. Invited workshop leader at *Interaction Design and Children*. Boston, MA.

8. Fisher, K., Davis, K., Dahya, N., **Yip, J.C.** & Mills, E. (2015, June). Digital youth: The state of affairs. Invited panelist presentation at the *Digital Media and Learning*. Los Angeles, CA.

9. **Yip, J.C.** (2015, June). Early Career Workshop. Invited participant at *Computer Supported Collaborative Learning Conference*. Gothenburg, Sweden.

10. **Yip, J.C.** (2015, May). *Participatory Youth!* Invited presentation at Design Use Build (DUB) Talk. University of Washington. Seattle, WA.

11. Braun, L., Davis, K., Dahya, N., & **Yip, J.C**. (2015, April) Invited panelist at *iAffliates Day*. Seattle Public Library. Seattle, WA.

12. **Yip, J.C.** (2015, January). *Talking with policy makers and politicians*. Invited National Science Foundation panel talk at CIRCL meeting. Arlington, VA.

13. Clegg, T., Ahn, J., & **Yip, J.C.** (2015, January). *Science Everywhere*. Invited meeting with Senator Barbara Mikulski's (Maryland) office staff. Washington, DC.

14. **Yip, J.C.** (2015, January). *National Science Foundation workshop: Designing media for underserved families*. Invited workshop at Stanford University – d.school. Menlo Park, CA.

2014

1. Fisher, K., Eisenberg, M., Davis, K., Dahya, N., Mills, E., & **Yip, J.C.** (2014, November). Digital youth: The state of affairs. Invited panelist presentation at the *Annual Meeting of the Association for Information Science & Technology (ASIS&T)*. Seattle, WA.

2. **Yip, J.C.**, Clegg, T.L., Ahn, J., Bonsignore, E., Gubbels, M., Rhodes, E., & Lewittes, B. (2014, June). The role of identity development within tensions in ownership of science learning. Full paper presented at the *Proceedings of the Eleventh International Conference of the Learning Sciences (ICLS 2014).* Boulder, CO.

3. **Yip, J.C.** (2014, June). Interactive technologies for early childhood: Harmful or helpful. Tutorial at the 13th *International Conference on Interaction Design and Children (IDC 2014)*. Aarhus, Denmark.

4. **Yip, J.C.** (2014, May). *From the HCIL to Sesame Street*. Presentation at the 31th Annual Human-Computer Interaction Symposium. College Park, MD.

5. **Yip, J.C.** (April, 2014). *How to prepare your job application.* Invited speaker at University of Maryland. College Park, MD.

6. **Yip, J.C.** (March, 2014). *Co-design and joint media engagement.* Invited guest online lecturer at Ryerson University. Toronto, ON, Canada.

7. **Yip, J.C.** (February, 2014). *Building bridges.* Invited speaker at the College of Education at the Pennsylvania State University. State College, PA.

8. **Yip, J.C.** (February, 2014). *Building bridges.* Invited speaker at the College of Education and Human Ecology at the Ohio State University. Columbus, OH.

9. **Yip, J.C.** (February, 2014). *Participatory youth!.* Invited speaker at the New York Hall of Science. St. Corona, NY.

10. **Yip, J.C.** (February, 2014). *Children's information search behaviors.* Invited guest lecturer at the Information School at the University of Washington – Seattle. Seattle, WA.

11. **Yip, J.C.** (February, 2014). *Participatory youth!.* Invited speaker at the Information School at the University of Washington – Seattle. Seattle, WA.

2013

1. **Yip, J.C.** (December, 2013). *Building bridges.* Invited speaker at the Department of Teacher Education and Curriculum Studies at the University of Massachusetts – Amherst. Amherst, MA.

2. **Yip, J.C.** (October, 2013). *Children's game design panel.* Invited panelist presented at Digital Designers Guild at University of Baltimore. Baltimore, MD.

3. **Yip, J.C.** (August, 2013). *Pros and cons of blogs for educators.* Invited lecture presented at the University of Maryland – College Park, EDCI 614: Developing a professional portfolio. College Park, MD.

4. **Yip, J.C.,** Clegg, T., Bonsignore, E., Gelderblom, H., Rhodes, E., & Druin, A. (2013, June). Brownies or Bags of Stuff: Domain expertise in Cooperative Inquiry with children. Full paper presented at the *Proceedings of the 12th International Conference on Interaction Design and Children (IDC '13).* New York City, NY.

5. Clegg, T., **Yip, J.C.,** Ahn, J., Bonsignore, E., Gubbels, M., Lewettis, B. & Rhodes, E. (2013, June). When face-to-face fails: Opportunities for social media to foster collaborative learning. Full paper presented at the *Proceedings of the Tenth Computer Supported Collaboration Learning Conference (CSCL 2013).* Madison, WI.

6. Ryan, S., **Yip, J.C.,** Stieff, M. & Druin, A. (2013, June). Cooperative inquiry as communities of practice. Short paper presented at the *Proceedings of the Tenth Computer Supported Collaboration Learning Conference (CSCL 2013).* Madison, WI.

7. Chu, S., **Yip. J.C**., Haas, J., & Roman, C. (2013, June). Qualitative methods for studying learning through gameplay at museums and science centers. Poster presented at *Games Learning Society (GLS 2013).* Madison, WI.

8. Bonsignore, E., Ahn, J., Clegg, T.L., Guha, M.L., Hourcade, J.P., **Yip, J.C.** & Druin, A. (2013, June) Embedding participatory design into designs for learning: An untapped interdisciplinary resource? Invited symposium at the *Tenth Computer Supported Collaboration Learning Conference (CSCL 2013).* Madison, WI.

9. Walsh, G., Foss, E., **Yip, J.** & Druin, A. (2013, June). *FACIT PD: Framework for analysis and creation of intergenerational techniques for participatory design.* Presentation and poster presented at the 30th Annual Human-Computer Interaction Symposium. College Park, MD.

10. **Yip, J.C.** (2013, May). *Technology for promoting ownership in science learning*. Presentation and poster presented at the 30th Annual Human-Computer Interaction Symposium. College Park, MD.

11. Walsh, G., Foss, E., **Yip, J.** & Druin, A. (2013, May). FACIT PD: Framework for analysis and creation of intergenerational techniques for participatory design. Full paper presented at the *Proceedings of the 31st International Conference on Human Factors in Computing Systems (CHI 2013).* Paris, France.

12. **Yip. J.C.** (2013, April). *Building a conceptual model of ownership in science learning*. Invited talk at University of Maryland - Graduate Research Interaction Day. College Park, MD.

13. Gubbels, M., **Yip, J.C.**, Kim, J., & Ahn, J. (2013, February) Science INQuiry. Poster and invited talk presented at the *iConference 2013 Social Media Expo,* Ft. Worth, TX.

2012

1.   **Yip, J.C.,** Foss, E., & Guha, M.L. (2012, October). *Co-designing with adolescents.* Invited workshop at the Designing Interactive Technology for Teens Workshop at NordiCHI. Copenhagen, Denmark.

2.   **Yip, J.C.,** Clegg, T.L., Bonsignore, E., Gelderblom, H., Lewites, B., Guha, M.L., & Druin, A. (2012, July). Kitchen Chemistry: Supporting learners' decisions in science. Paper presented at the *Tenth International Conference of the Learning Sciences (ICLS).* Sydney, Australia.

3.   Clegg, T.L., Bonsignore, E., **Yip, J.C.,** Gelderblom, H., Kuhn. A., Valenstein, T. & Druin, A. (2012, June). Technology for promoting scientific practice and personal meaning in life-relevant learning. Paper presented at the *Proceedings of the 11th International Conference on Interaction Design and Children (IDC 2012).* Breman, Germany.

4.   Walsh, G., Druin, A., Guha, M.L., Bonsignore, E., Foss, E., **Yip, J.,** Golub, E., Clegg, T., Brown, Q., & Brewer, R. (2012, June). DisCo: A co-design online tool for asynchronous distributed child and adult design partners. Paper presented at the *Proceedings of the 11th International Conference on Interaction Design and Children (IDC 2012).* Breman, Germany.

5.   Clegg, T.L., **Yip, J.C.,** Bonsignore, E., Rhodes, E. & Druin, A. (2012, June). *Technology for promoting scientific practice and personal meaning in life-relevant learning.* Presentation and poster presented at the 29th Annual Human-Computer Interaction Symposium. College Park, MD.

6.   **Yip, J.C.** (2012, May). *Cooperative inquiry in designing technology in life-relevant learning for science.* Paper presented at the Teachers College Educational Technology Conference, New York, NY.

7.   Bonsignore, E., Clegg, T., & **Yip, J.C.** (2012, April). *Life-relevant learning.* Invited panelist presented at Association of Independent Maryland & DC Schools Technology Retreat, St. Michaels, MD.

8.   **Yip, J.C.,** Clegg, T.L., Druin, A., Guha, M.L., Golub, E., Bonsignore, E., Foss, E., & Walsh, G. (2012, April). *Cooperative inquiry in designing technology in life-relevant learning for science.* Paper presented at the Annual Meeting of the American Educational Research Association, Vancouver, BC, Canada.

9.   Stieff, M., Ryu, M., **Yip, J.C.** (2012, April). *Speaking across levels: Generating and addressing levels confusion in discourse.* Paper presented at the Annual Meeting of the American Educational Research Association, Vancouver, BC, Canada.

2011

1.   Clegg, T. & **Yip, J.C.** (2011, October). *Kitchen Chemistry: Technology for supporting children's choice in life-relevant learning.* Presentation at the Human-Computer Interaction Lab, College Park, MD.

2.   **Yip, J.C.,** Ahn, J. & Yeh, T. (2011, July). *BUMP Science.* Poster presented at Gordon Research Conference – Visualization in Science Education. Smithfield, RI.

3.   Ryan, S., **Yip, J.,** Nighelli, T., & Stieff, M. (2011, June). *Using participatory design to develop visualization for learning.* Poster presented at the Gordon Research Conference on Visualization in Science and Education Conference. Smithfield, RI.

4.   **Yip, J.C.,** Clegg, T., Druin, A., & Cavallo, D. (2011, June). *Kitchen Chemistry: A context for developing technology for life-relevant learning.* Poster presented at Chemical Education Research Conference. Miami, OH.

5.   **Yip, J.C.,** Clegg, T., Druin, A., & Cavallo, D. (2011, May). *Kitchen Chemistry: A context for developing technology for life-relevant learning.* Presentation at the Human-Computer Interaction Lab Symposium. College Park, MD.

6.   **Yip, J. C.**, Jaber, L. Z., & Stieff, M. (2011, April). *Examining changes in students' coordination of verbal and pictorial chemical representations in response to instruction.* Paper presented at the American Educational Research Association. New Orleans, LA.

2010

1.   **Yip, J.**, & Stieff, M. (2010, May). *Examining teacher decision-making during enactments of novel technology-infused curricula.* Poster presented at the Annual Meeting of the American Educational Research Association. Denver, CO.

2.   **Yip, J.**, & Stieff, M. (2010, March). *Examining teacher decision-making during enactments of novel technology-infused curricula.* Poster presented at the Graduate Student Conference at the University of Maryland, College Park, MD.

3.   **Yip.** J.C. (2010, Spring). *Connected Chemistry.* Presentation at the University of Maryland, College Park, MD.

2009

1.   Stieff, M., Ryu, M., & **Yip, J.** (2009, April). *Speaking across levels-teacher & student perspectives of chemistry*. Paper presented at the Annual Meeting of the American Educational Research Association, San Diego, CA**.**

MEDIA PUBLICATIONS HIGHLIGHTING RESEARCH

2017, June 17, Consumer Reports:
"How to Play Video Games With Your Kids"

2017, May 4, Niantic Labs – Official Pokémon GO Team Newsletter:
"Quality Time Outside For Moms, Dads, and Kids"

2017, April 27, London School of Economics and Political Science: Parenting for a Digital Future:
"Families and Pokémon GO"

2017 April 19, Crosscut:
"The Pokemon Go Autopsy: It Got People Outside"

2017 March 28, Joan Ganz Cooney Center at Sesame Workshop:
"Families and Pokémon GO"

2017 March 28, Geek Wire:
"Study: Parents Say Pokémon Go Leads to More Quality Time With Children, Among Other Benefits"

2017 March 28, University of Washington Today:
"Parents Who Play 'Pokémon GO' With Kids: 'It wasn't really about the Pokémon'"

2014 August 04, New York Times:
"Nickelodeon Launches New Nick.com with Unique Horizontal Layout, Edge-to-Edge Design, TV Everywhere and Slate of Original, Digital-Only Series"

2014 August 03, New York Times:
"Nickelodeon's Digital Generation"

2013 February 20, New York Times:
"Nickelodeon Hopes Its App Wins Hearts"

RESEARCH FUNDING EXPERIENCE

CURRENT GRANTS AND FUNDING

2018 CO-CREATING CONCEPT ART AND STORIES FOR VIRTUAL REALITY (VR): LIBRARIES AND MUSEUMS AS ASSETS FOR JUVENILE REHABILITATION
Funder: Institute of Museum and Library Services (IMLS) Community Catalyst Award, **$89,109** and matching funds from Washington State Libraries, King Country Library Service, Echo Glen Children's Center for Juvenile Rehabilitation
Investigators: Negin Dahya (Principal), Jessica Luke, (Co-Principal), & Jin Ha Lee.
Role: Co-Investigator

PARTICIPATORY ACTION RESEARCH FOR PARENTING IN THE DIGITAL AGE
Funder: Society of Research on Child Development and Jakobs Foundation, **$15,000**
Investigators: Stephanie Reich (University of California - Irvine)
Role: Co-PI

SUPPORTING INTERGENERATIONAL PARTICIPATORY DESIGN GROUPS FOR LIBRARIANS AND YOUTH FOR DESIGN THINKING AROUND DIGITAL LEARNING
Funder: Institute of Museum and Library Services, **$353,071**, Award #LG-96-18-0041-18,
Investigators: Jin Ha Lee & Sinem Siyahhan (California State University - San Marcos)
Role: PI

DESIGNING FOR INCLUSIVE JOINT MEDIA ENGAGEMENT
Funder: Google Faculty Research Award, **$60,000**
Investigators: Julie Kientz (PI)
Role: Co-PI

2017 UNDERSTANDING DESIGN OPPORTUNITIES FOR IN-HOME DIGITAL ASSISTANTS FOR LOW- AND MIDDLE-INCOME FAMILIES
Funder: Mozilla, **$67,572**
Investigators: Alexis Hiniker (PI), Julie Kientz
Role: Co-PI

2016 SUPPORT FOR COMMUNITY PARTNERSHIPS WITH ORGANIZATIONS
Funder: University of Washington – Seattle, Communications Department, **$5,000**
Investigators: Carmen Gonzalez (PI)
Role: Co-PI

INDIGENOUS KNOWLEDGE INFORMATICS: NATIVE GIRLS IN THE STEM PIPELINE
Funder: Google Community Grant, **$15,000**
Investigators: Susan Balbas (Na'ah Illahee), Shawn Peterson (Na'ah Illahee), Negin Dahya (University of Washington) & Jason Yip (University of Washington)
Role: Co-PI

DONATION TO KIDSTEAM UW
Funder: Seattle Public Library, **$8,000**
Role: PI

LATINO YOUTH SEARCHING AND BROKERING ONLINE INFORMATION FOR THEIR FAMILIES
Funder: University of Washington – Seattle, Royalty Research Funds, **$39,994**
Investigators: Carmen Gonzalez (Co-PI)
Role: PI

DESIGN THINKING AND DIGITAL GAMES IN LIBRARIES
Funder: University of Washington – iSchool Strategic Research Fund Proposal, **$15,000**
Investigators: Jinha Lee (Co-PI)
Role: PI

DESIGN FOR LIBRARIES AND LIBRARIANS COURSE DEVELOPMENT
Funder: University of Washington, iSchool Faculty Support & Transformation for Extensive
Activities (FASTER) Funds, **$22,500**
Investigators: Jinha Lee (PI), Mike Crandall (Co-PI), David Hendry (Co-PI), Helene Williams
(Co-PI), & Rachel Clarke (student)
Role: Co-PI

2015   YOUTH SEARCHING AND BROKERING ONLINE INFORMATION FOR LATINO FAMILIES WITH LIMITED ENGLISH
PROFICIENCY ⊚
Funder: Google Faculty Research Award, **$64,500**
Investigators: Carmen Gonzalez (Co-PI)
Role: PI

2014   SCIENCEKIT FOR SCIENCEEVERYWHERE - A SEAMLESS SCIENTIZING ECOSYSTEM FOR RAISING
SCIENTIFICALLY-MINDED CHILDREN
2014 - 2018
Funder: National Science Foundation CyberLearning DIP, **$1.35 million**, Award#:1441523
Investigators: Tamara Clegg (PI), June Ahn (Co-PI)
Role: Co-PI

2013   JOAN GANZ COONEY CENTER FELLOWSHIP AWARD
2013 - 2014
Funder: Sesame Workshop, **$50,000**
Role: Fellowship recipient

2011   DEVELOPING VIDEO GAMES FOR SCIENCE MUSEUMS
Funder: National Science Foundation Seed Grant, **$6,000**
Investigators: Kurt Squire (PI)
Researchers: Sarah Chu – University of Wisconsin: Madison, Jason Haas – Massachusetts Institute
of Technology, Christine Roman – St. Louis Science Center

TRAVEL AWARDS

2015   Early Career Workshop at Computer Supported Collaborative Learning Conference: $2,000

2013   Yahoo! Human-Computer Interaction Lab Student Researcher Award: $900

Interaction Design and Children 2013: $175

University of Maryland - International Conference Student Support Award: $430

University of Maryland - Graduate Research Interaction Day 2013: $200

iConference 2013: Social Media Expo Grant (Microsoft FUSE Lab): $3,000

University of Maryland – College of Education Travel Grant: $200

2012   University of Maryland – College of Education International Travel Grant: $1,000

University of Maryland – Jacob K. Goldhaber Travel Award: $600

Doctoral Consortium of the International Conference of the Learning Sciences: $1,750

2011   Gordon Research Conference – Visualization in Science Education: $800

Chemical Education Research Conference: $600

TEACHING EXPERIENCE

ADVISEES AND ACADEMIC COMMITTEES

Current Advisees
- Rahul Banerjee (University of Washington, Computer Science & Engineering, co-advisor with Zoran Popovic): Fall 2016 - present
- Ishita Chordia (University of Washington, iSchool, co-advisor with Alexis Hiniker): Fall 2018 – present
- Stefania Druga (University of Washington, iSchool, co-advisor with Alexis Hiniker and Andrew Ko): Fall 2019 – present
- Kung Jin Lee (University of Washington, iSchool, co-advisor with Jin Ha Lee): Fall 2016 – present
- Caroline Pitt (University of Washington, iSchool, co-advisor with Katie Davis): Fall 2015 – present
- Wendy Roldan (University of Washington, HCDE, co-advisor with Jennifer Turns): Fall 2018 – present

Dissertation and Thesis Committees
Completed
- Christie L Aesquivel (University of Washington, Museology): 2017. Masters.
- Priscilla Jimenez Pazmino (University of Illinois – Chicago, Computer Science): 2017. Ph.D.
- Miriam Packard (University of Washington, College of Education, Graduate Student Representative): 2018. Ph.D.
- Philip Reed (University of Washington, The Information School, 2018, Committee)
- Déana Scipio (University of Washington, College of Education, Graduate Student Representative): 2015. Ph.D.
- Mary Slowinski (University of Washington, College of Education, Graduate Student Representative): 2016. Ph.D.
- Kiley Sobel (University of Washington, Human Centered Design & Engineering, Committee): 2018. Ph.D.
- Songtian Zeng (University of Washington, College of Education, Graduate Student Representative): 2017. Ph.D.

Present
- Abdullah Ali (University of Washington, The Information School): 2018 - present
- Heena Lakhani (University of Washington, College of Education): 2018 – present (GSR)
- Jenny Gaworski (University of Washington, College of Education): 2017 – present (GSR)
- Nan-Chen Chen (University of Washington, Human Centered Design & Engineering): 2016 – present (GSR)
- Dastyni Loksi (University of Washington, iSchool): 2015 – present
- Veronica Tse (University of Washington, College of Education): 2018 – present (GSR)
- Travis Windleharth (University of Washington, iSchool): 2017 - present
- Benji Xie (University of Washington, The Information School): 2018 - present

INSTRUCTOR OF RECORD

UNIVERSITY OF WASHINGTON – SEATTLE - THE INFORMATION SCHOOL

1. *INFO 300 Research Methods*
   Fall 2018 - Evaluation: 3.7 / 5

   Now more than ever, our society depends on the discovery of generalizable knowledge and the invention of

useful solutions to our problems. Although stories of accidental discoveries make occasional headlines, the vast majority of breakthroughs come as a result of conscientious, careful, determined research effort applied over many years by many people—scientists, engineers, and inventors. Research is no product of happenstance—it requires the skillful application of research methods, diligent attention to detail, awareness of what has been done and where the high-impact problems lie.

Top-tier research always combines three things when identifying, selecting, and solving problems: (1) novelty—that the problem has not been solved already; (2) importance— that solving the problem matters to someone; and (3) achievability—that one can actually solve the problem or at least contribute to its solution. This class is about learning what research is, how to pick good research problems that meet the above criteria, and about expanding your skill-set so that the third criteria becomes less of an obstacle to your research success. The field of human-computer interaction (HCI) will provide one backdrop for the course, although the concepts will easily translate to other areas of informatics, such as data science, information architecture, cybersecurity, and so on. Most of the research methods used in HCI are borrowed from psychology, anthropology, sociology, and education, as well as the hard sciences and engineering. We'll draw from some of these fields throughout the course, as well.

2. *LIS 598 Participatory Design and Libraries*
    Fall 2017 – Evaluation: 4.3 / 5;
    Fall 2018 - Evaluation: 3.7 / 5;

    Design is a traditional part of librarianship, and yet only has been explored more recently. Given the importance of "design thinking" in libraries, this course explores the notion of participatory design, a method focusing on engaging users in the design process, and emphasizing a democratic and collaborative relationship between users and designers to create new technologies and learning activities. There is rich work around how to interact with stakeholders together in the co-design space, the role of design techniques in co-design, and the different stages and phases of co-design.

    In this particular course, we will work with children and librarians in public libraries as an example of participatory design in context. Specifically, participants of this course will have a chance to engage in KidsTeam SPL (Seattle Public Library), an intergenerational co-design team of children (ages 7 – 12) and design researchers in public library settings. On Monday afternoons, we will hold discussion groups on readings and concepts in participatory design. On Friday afternoons, students will travel to The Seattle Public Library together with Dr. Yip to run participatory design sessions with children and stakeholders in the library. Activities of this class will include interacting as an adult design partner with children in co-design, working with researchers on a single project involving children and design, and running overall logistics to support the intergenerational design team.

3. *INFX 598 Computer-Supported Collaborative Learning*
    Spring 2015 – Evaluation: 4.6 / 5
    Fall 2016 – Evaluation: 4.9 / 5

    Computer-supported collaborative learning (CSCL) focuses on how information and communications technologies (ICT) support 1) learning through peer interaction in group work; 2) sharing and distributing knowledge within a community; and 3) enhancing coordinated efforts to solve a problem. Social media, massively open online courses (MOOCs), learning analytics and big data, and online gaming are all examples of new ICT that have the potential to transform how we think about social learning. Today, as modern ICT offer increasing possibilities for sharing, collaboration, and distribution of information and knowledge, the design and study of CSCL systems is a burgeoning area for research. In this course, students will explore the role of collaboration within technology-enhanced learning environments.

4. *Summer Directed Research Group, Human Centered Design & Engineering*
    Summer 2016, 2017, and 2018

    There is rich work around how to interact with adults and children together in the co-design space, the role of design techniques in co-design, and the different stages and phases of co-design. Students have the opportunity to help us understand this space. Activities of this research group will included interacting as an adult design partner with children in co-design, working with researchers on

multiple projects involving children and design, and running overall logistics to support the intergenerational design team.

5. *INFO 360 Design Thinking*
   Winter 2015A – Evaluation: 4.5 / 5
   Winter 2016A and B – Evaluation: 4.6 / 5 and 4.4 / 5
   Winter 2017A and B – Evaluation: 4.6 / 5 and 4.6 / 5
   Winter 2018A and B - Evaluation: 4.9 / 5 and 4.3 / 5

   This course about design thinking. Students learn how envision, explain, and evaluate solutions to a wide range of human problems involving information and interaction. These skills include user research methods, visual and interaction design skills, methods for evaluating designs, and skills for communicating your designs. The course is a balance between lectures, classroom activities, critiques, and a quarter-long team project.

UNIVERSITY OF MARYLAND – COLLEGE PARK - COLLEGE OF EDUCATION

6. *EDCI 470 Learning and Teaching in Science*
   Fall 2012

   This course is the second in a sequence for prospective science educators in the undergraduate teacher certification program. It coincides with the year-long internship that undergraduates will spend observing and assisting in middle and high school classrooms. The purpose of this course was to help undergraduates begin to develop practices of instruction. During this course, we focused attention on student learning and make the transition to think about the relationships and interactions between student learning and instructional strategies.

TEACHING ASSISTANT

7. *LSBC 708N Human-Computer Interaction Design Methods (Fall 2011)*
   UNIVERSITY OF MARYLAND – COLLEGE PARK
   College of Information Studies
   This course covered methods of user-centered design, including understanding user needs, ideation, contextual design, participatory design, iterative prototyping, and visual design. Readings included journal and conference papers, book chapters, government documents, commercial websites, and more. All students were expected to complete small group in-class exercises, class discussions, "design workout" homework, a poster presentation, and final group project presentation/prototype.

8. *Urban Studies 208: Penn-West Philadelphia Summ Int (Summer 2000 – Fall 2001)*
   UNIVERSITY OF PENNSYLVANIA
   School of Arts and Sciences
   One of the seminar's aims is to help students develop their capacities to solve strategic, real-world problems by working collaboratively in the classroom and in the West Philadelphia community. Students work as members of research teams to help solve universal problems (e.g., poverty, poor schooling, inadequate health care, etc.) as they are manifested in Penn's local geographic community of West Philadelphia. The seminar focused on improving education, specifically college and career readiness and pathways.

GRADUATE AND PRE-TEACHER SUPERVISOR

9. UNIVERSITY OF MARYLAND – COLLEGE PARK
   Master's Certification Program for Teachers (MCERT) and the Transition from Laboratory to Classroom (TLC) program (2008 – 2010)

HIGH SCHOOL TEACHER

10. JAMES HUBERT BLAKE HIGH SCHOOL
    Silver Spring, Maryland
    Chemistry (Standard and AP) Teacher (2006 – 2008)

11. THE SHIPLEY SCHOOL
    Bryn Mawr, Pennsylvania
    Chemistry (Standard and AP), Biology, and Mathematics Teacher (2002 – 2006)

12. UNIVERSITY CITY HIGH SCHOOL
    Philadelphia, Pennsylvania
    Student Teacher (2001 – 2002)

PROFESSIONAL & SERVICE ACTIVITIES

Journal Reviewer
- ACM Transactions on Computing Education
- Computer Science Education
- The Information Society
- International Journal of Child-Computer Interaction
- Journal of Children and Media
- Learning, Media, and Technology

Conference Reviewing
- ACM CHIPLAY (2015)
- ACM Interaction Design for Children (IDC 2013, 2014, 2015, 2016); Small Papers Chair (IDC 2018; 2019)
- ACM Designing Interactive Systems (2017)
- ACM SIGCHI Conference on Human Factors in Computing Systems: Reviewer (CHI 2013, 2014, 2015; 2019); Associate Chair (CHI 2016, 2018)
- American Education Research Association Conference (SIG-ATL 2015; 2017)
- Computer Supported Collaborative Learning (2017; Associate Chair (2019))
- Design of Interactive Systems (DIS 2019)
- FabLearn (2014)
- iConference (2015)
- International Conference of the Learning Sciences (ICLS 2014)
- South African Institute of Computer Scientists and Information Technologists Conference (SAICSIT 2014)
- Teachers College Education Technology Conference (TCETC 2012)

Grant Proposal Reviewing
- National Science Foundation (2016; Ad-hoc reviewer 2018)

Societies
- International Society of the Learning Sciences: Membership (2015, 2016) and Communications (2016, 2017)
- Computer-Supported Collaborative Learning Community Committee (2017 – 2020, elected)
- SIG Advanced Technologies and Learning (SIG-ATL) - Treasurer (2019, elected)

Committees
University of Washington – Seattle
- Masters of Human-Computer Interaction + Design (2018 - 2019)

- Masters of Library and Information Science Program Committee (2015 – 2016, 2016 - 2017; 2017 - 2018)
- Diversity Committee (2014 – 2015)

University of Maryland – College Park
- The Graduate Research and Education Leadership Committee (2010 – 2011)
- Student Advisory Committee on Technology (2008 – 2010)

Conference and Symposium Preparations
- Design Use Build Annual Retreat (2017) - Chair
- University of Washington – Seattle Digital Youth Think Tank (2014)
- ACM SIGCHI Conference on Human Factors in Computing Systems Conference (CHI 2011)
- ACM Interaction Design and Children Conference (IDC 2013)
- Future of Information Alliance (FIA 2011 – 2013)
- Human-Computer Interaction Lab Annual Symposium (HCIL 2011 – 2013)

iSchool Volunteer Activities and Service
- Native Girl Code: Volunteer program coordinator (2016 – 2017)
- Native girls and coding: Tour of the iSchool space (2016, January 16)

Industry and Non-profit Work
- Alexa Skills Judge at Amazon (2018, February)
- Museum of History and Industry Board of Trustees for Innovation (2018)

MEMBERSHIPS

Association for Computing Machinery (ACM)
American Educational Research Association (AERA)
International Society of the Learning Sciences (ISLS)