

Caroline R. Pitt

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Research Interests

Designing technologies with and for communities, with a focus on informal educational systems; developing equity and justice-informed design methods for community partnerships; and youth development, identity, and wellbeing in sociotechnical systems.

Academic Appointments

University of Washington – Seattle

The Information School, *Postdoctoral Scholar* September, 2023

Supervised by Jason Yip

Managing KidsTeam UW and collaborating with WGBH on Team Hamster engineering games design processes (funded by NSF AISL)

Human Centered Design & Engineering, *Postdoctoral Scholar* September, 2023

Supervised by Julie Kientz

Computing for Healthy Living and Learning (CHiLL) Lab member, collaborating on Connecting the EdTech Research EcoSystem (CERES) network projects (funded by the Jacobs Foundation)

Education

University of Washington – Seattle

The Information School, *Ph.D. in Information Science* August, 2023

Member of the Digital Youth Lab; Children, Technology Research, Learning + Families (CTRL-F) Lab; and Games Research (GAMER) Group

Dissertation: *Off Into the Sunset: Designing for the Inevitable End of Projects*
Committee: Katie Davis (advisor, co-chair), Jason Yip (advisor, co-chair), Katie Headrick Taylor, and Kara Jackson (GSR)

University of Maryland – College Park

College of Behavioral and Social Sciences

B.A., Anthropology & B.Sci., Psychology – Cum Laude

May, 2014

Research assistantships and internships

KidsTeam (2015-2016, 2023-2025)

CTRL+F Lab. Supervisor: Jason Yip

Engaging youth in participatory design processes for the design of new technologies as well as supervising undergraduate assistants. (<https://www.kidsteam.ischool.uw.edu/>)

Teens' Meaningful Technology Use (2021-2023)

Digital Youth Lab. Supervisor: Katie Davis

Development of a deployment study for a meaningful technology use intervention.

Tabletop Gaming for Social Skills (2021)

Foundry10. Supervisors: Jennifer Rubin, Sam Bindman, Mike Scanlon.

Analysis of Game to Grow tabletop roleplaying game session data for key themes.

Technology's Role in Teen Wellbeing during COVID-19 (2020-2021)

Digital Youth Lab. Supervisor: Katie Davis

Interviewing and tracking of teen experiences during the pandemic.

Digital Badges for STEM Education (2015-2020)

Digital Youth Lab. Supervisor: Katie Davis

Development and implementation of a digital badge system for documenting STEM education. (<https://badges.ischool.uw.edu/>) [NSF Award #1452672](#)

Science Everywhere (2015-2020)

CTRL+F Lab. Supervisors: Jason Yip, Tamara Clegg (UMD), June Ahn (UCI)

Development of a sociotechnical ecosystem for community science learning.

(<https://hcil.umd.edu/science-everywhere/>) [NSF Award #1441523](#)

Connected Learning in Libraries (2019)

Digital Youth Lab, Supervisors: Katie Davis, Mega Subramaniam (UMD)

Development of a toolkit for librarians to use connected learning in their libraries.

(<https://connectedlib.ischool.uw.edu/>)

Undergraduate Research Assistant: Video game habits (2013-2014)

Laboratory for Automation Psychology. Supervisor: Kent Norman

Ethnographic exploration of eight years of collected video game journal data.

Research funding experience

Supporting the Development of Youth Digital Civic Engagement in Libraries Through the Co-Design of Table-top Games

Funder: Institute of Museum and Library Services, \$326,495, Award

#LG-256571-OLS-24

Investigators: Jason C. Yip, Jin Ha Lee & Chris Coward, Role: Key personnel

Mentoring

Doctoral students:

- Yeonhee (Johnny) Cho (PhD candidate, the Information School)
- Aayushi Dangol (PhD candidate, Human Centered Design & Engineering)
- Rotem Landesman (PhD student, the Information School)
- Michele Newman (PhD candidate, the Information School)
- Runhua Zhao (PhD student, the Information School)
- Emmi Russo (PhD student, the Information School)
- Georgia Kenderova (PhD student, Human Centered Design & Engineering)
- Daeun Yoo (PhD student, the Information School)

Undergraduate and master's students:

- KidsTeam UW 2025-2026 Cohort (20 undergraduate and master's students)
- KidsTeam UW 2024-2025 Cohort (24 undergraduate and master's students)
- KidsTeam UW 2023-2024 Cohort (20 undergraduate and master's students)
- Lindsay Tebeck (Husky 100 Award, 2022; MLIS, 2023)
- Vicky Chan (M.Sci. in Learning, Design & Technology, Stanford, 2022)
- Sherline Ko (Undergraduate Informatics, 2021)
- Nikki Demmel (Undergraduate Psychology, 2021)
- Brandyn Boyd (MLIS, 2021)
- Edgar Onofre (Undergraduate Human Centered Design & Engineering, 2018)
- Arturo Salazar (Undergraduate Applied Physics, 2018)
- Diana (Griffing) Condon (Undergraduate Informatics, 2017)

Honors, awards, and recognitions

- Honorable Mention for Best Student Paper Award, ICLS 2018
- Honorable Mention (Top 5% of papers), CHI 2018
- Honorable Mention (Top 5% of papers), CHI 2017
- University of Washington Graduate School Fund for Excellence and Innovation Top Scholar Award Fellow (2015)
- National Merit Scholarship (2010 - 2014)
- University of Maryland Presidential Scholarship (2010 - 2014)
- Member, Psi Chi, The International Honor Society in Psychology (2014)
- Member, The Phi Beta Kappa Society, Gamma of Maryland (2014)

Publications

PUBLISHED PEER-REVIEWED JOURNALS

- J1. **Pitt, C.** (2025). Ending well: Values in concluding or transitioning community educational technology projects. *British Journal of Educational Technology*, 56, 1415–1437. <https://doi.org/10.1111/bjet.13598>
- J2. Clegg, T., Hernly, K., Ahn, J., Yip, J., Bonsignore, E., Pauw, D., & **Pitt, C.** (2023). Changing Lanes: Relational dispositions that fuel community science learning. *American Educational Research Journal*.
<https://doi.org/10.3102/00028312231165909>
- J3. Subramaniam, M., Hoffman, K. M., Davis, K., & **Pitt, C.** (2021). Designing a connected learning toolkit for public library staff serving youth through the design-based implementation research method. *Library & Information Science Research*, 43 (1). <https://doi.org/10.1016/j.lisr.2021.101074>
- J4. Mills, K., Bonsignore, E., Clegg, T., Ahn, J., Yip, J., Pauw, D., Cabrera, L., Hernly, K., & **Pitt, C.** (2019). Connecting children’s scientific funds of knowledge shared on social media to science concepts. *International Journal of Child-Computer Interaction*, 21, 54–64. <https://doi.org/10.1016/j.ijcci.2019.04.003>
- J5. **Pitt, C.**, Bell, A., Strickman, R. and Davis, K. (2019). Supporting learners’ STEM-oriented career pathways with digital badges. *Information and Learning Sciences*, 120(1/2), 87-107. <https://doi.org/10.1108/ILS-06-2018-0050>

PUBLISHED CONFERENCE PROCEEDINGS (REFEREED)

2026

- C1. Fusco, F., **Pitt, C.**, Newman, M., Yip, J., & Soni, N. (2026). Towards Understanding Children’s Collaborative Interaction Patterns in Child-AI Co-creative Interfaces. Proceedings of the 2026 CHI Conference on Human Factors in Computing Systems, CHI ’26, 1–20. <https://doi.org/10.1145/3772318.3791831>
- C2. Yoo, D., Newman, M., **Pitt, C.**, Huu Vo, K., Zhang, M., Kim, M., Davis, K., & C. Yip, J. (2026). Generative AI in Children’s Creative Collaboration: Impact, Perception, and Design Guidelines. Proceedings of the 2026 CHI Conference on Human Factors in Computing Systems, CHI ’26, 1–23.
<https://doi.org/10.1145/3772318.3790907>

2025

- C3. **Pitt, C.**, Andrews, J., Carlson, M., Roth, A., & Yip, J. (2025). Let's test it!: Designing peer-to-peer engineering games with and for children. *Proceedings of the 24th Interaction Design and Children*, 831–836.
<https://doi.org/10.1145/3713043.3731491>

2024

- C4. Cho, Y., Newman, M., **Pitt, C.**, Yip, J.C., and Lee, J.H. (2024). You Are Tilted!: Leveraging Tabletop Gaming to Manage Tilt and Strengthen Team Dynamics in Esports. *Proc. ACM Hum.-Comput. Interact.* 8, *CHI PLAY*, Article 351 (October 2024), 26 pages. <https://doi.org/10.1145/3677116>
- C5. Dangol, A., Newman, M., Wolfe, R., Lee, J. H., Kientz, J. A., Yip, J., & **Pitt, C.** (2024). Mediating Culture: Cultivating Socio-cultural Understanding of AI in Children through Participatory Design. *Designing Interactive Systems Conference*, 1805–1822. <https://doi.org/10.1145/3643834.3661515>

2023

- C6. Davis, K., Slovak, P., Landesman, R., **Pitt, C.**, Ghajar, A., Schleider, J. L., Kawas, S., Perez Portillo, A. G., & Kuhn, N. S. (2023). Supporting Teens' Intentional Social Media Use Through Interaction Design: An exploratory proof-of-concept study. *Proceedings of the 22nd Annual ACM Interaction Design and Children Conference (IDC)*, 322–334. <https://doi.org/10.1145/3585088.3589387>

2021

- C7. **Pitt, C.**, Bell, A., Boyd, B.S., Demmel, N., & Davis, K. (2021). Connected learning, collapsed contexts: Examining teens' sociotechnical ecosystems through the lens of digital badges. In *CHI Conference on Human Factors in Computing Systems (CHI '21)*, May 08–13, 2021, Yokohama, Japan. ACM, New York, NY, USA, 14 pages.
<https://doi.org/10.1145/3411764.3445635>
- C8. **Pitt, C.**, Hock, A., Zelnick, L., & Davis, K. (2021). The kids are / not / sort of all right: Technology's complex role in teen wellbeing during COVID-19. In *CHI Conference on Human Factors in Computing Systems (CHI '21)*, May 08–13, 2021, Yokohama, Japan. ACM, New York, NY, USA, 14 pages.
<https://doi.org/10.1145/3411764.3445541>

2020

- C9. Logler, N., **Pitt, C.**, Gao, X., Hishikawa, A. M., Yip, J., & Friedman, B. (2020). "I Feel Like This is a Bad Thing": Investigating Disassembly in Action for Novices. *Proceedings of the 2020 CHI Conference on Human Factors in Computing Systems (CHI '20)*, 1–14. <https://doi.org/10.1145/3313831.3376337>

2019

- C10. **Pitt, C.**, Bell, A., Onofre, E., & Davis, K. (2019). A Badge, Not a Barrier: Designing for—and Throughout—Digital Badge Implementation. *CHI Conference on Human Factors in Computing Systems Proceedings (CHI '19)*, 14. (<https://www.youtube.com/watch?v=HxMSkH5ZpZI>)
<https://doi.org/10.1145/3290605.3300920>
- C11. Mills, K., Bonsignore, E., Clegg, T., Yip, J., Ahn, J., Pauw, D., & **Pitt, C.** (2019). Social Media in the Science Classroom: Bridging Funds of Knowledge to Scientific Concepts. In Lund, K., Niccolai, G. P., Lavoué, E., Gweon, C. H., & Baker, M. (Eds.), *A Wide Lens: Combining Embodied, Enactive, Extended, and Embedded Learning in Collaborative Settings*, 13th International Conference on Computer Supported Collaborative Learning (CSCL) 2019, Volume 2 (pp. 605-607). Lyon, France: International Society of the Learning Sciences.

2018

- C12. 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. *Proceedings of the 2018 CHI Conference on Human Factors in Computing Systems (CHI '18)*, 278:1–278:12.
<https://doi.org/10.1145/3173574.3173852>
- C13. Banerjee, R., Liu, L., Sobel, K., **Pitt, C.**, Lee, K. J., Wang, M., Chen, S., Davison, L., Yip, J. C., Ko, A. J., & Popovic, Z. (2018). Empowering Families Facing English Literacy Challenges to Jointly Engage in Computer Programming. *Proceedings of the 2018 CHI Conference on Human Factors in Computing Systems (CHI '18)*, 622:1–622:13. <https://doi.org/10.1145/3173574.3174196>
Honorable Mention Best Paper (Top 5% of 2,500 Submissions)
- C14. 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 the Thirteenth International Conference of the Learning Sciences – ICLS 2018*. London, UK: International Society of the Learning Sciences.
Honorable Mention for Best Student Paper Award
- C15. Davis, K., **Pitt, C.**, Bell, A., & Kim, A. (2018). Using digital badges to promote student agency and identity in science learning. In *proceedings of the Connected Learning Summit (CLS '18)*. Presented at the Connected Learning Summit.
- C16. 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. *Proceedings of the 17th ACM Conference on Interaction Design and Children*, 266–277.
<https://doi.org/10.1145/3202185.3202737>

2017

- C17. **Pitt, C.**, & Davis, K. (2017). Designing Together?: Group Dynamics in Participatory Digital Badge Design with Teens. *In Proceedings of the 2017 Conference on Interaction Design and Children (IDC '17)* (pp. 322–327). New York, NY, USA: ACM. <https://doi.org/10.1145/3078072.3079716>
- C18. Yip, J. C., Sobel, K., **Pitt, C.**, Lee, K. J., Chen, S., Nasu, K., & Pina, L. R. (2017). Examining Adult-Child Interactions in Intergenerational Participatory Design. *In Proceedings on the 2017 CHI Conference on Human Factors in Computing Systems (CHI '17)*. <https://doi.org/10.1145/3025453.3025787>
[<https://www.youtube.com/watch?v=rv6QpWOXbwM>]
Honorable Mention Best Paper (Top 5% of 2,400 Submissions)

WHITE PAPERS AND REPORTS

- R1. Pitt, C., Chen, K., Rubin, J., Gibson, D., & Bindman, S. (2023). *How Youth Can Build Social and Emotional Skills with Tabletop Role-Playing Games* (p. 30). foundry10.
<https://www.foundry10.org/research/how-youth-can-build-social-and-emotional-skills-with-tabletop-role-playing-games>

WORKSHOPS AND WORKSHOP PAPERS (REFEREED)

- W1. Gray, C. M., MacDonald, C. M., Lallemand, C., Oleson, A., Carter, A. R., St-Cyr, O., & **Pitt, C.** (2023, April). EduCHI 2023: 5th Annual Symposium on HCI Education. *Proceedings of the CHI 2023 Conference on Human Factors in Computing Systems*. <https://dl.acm.org/doi/10.1145/3544549.3573790>
- W2. McDonald, C., St-Cyr, O., Gray, C. M., Potter, L. E., Lallemand, C., Vasilchenko, A., Sin, J., Carter, A., **Pitt, C.**, & Sari, E. (2022, May). EduCHI 2022-4th Annual Symposium on HCI Education. *Proceedings of the CHI 2022 Conference on Human Factors in Computing Systems*. <https://doi.org/10.1145/3491101.3503703>
- W3. **Pitt, C.** (2021, June). Design justice and concluding community projects. [Workshop paper.] In: *Justice-Centered Design Engagements with Children and Teens: What's at Stake, the Actions we Take, and the Commitments we Make*. Workshop conducted at IDC'21, 666–669.
<https://doi.org/10.1145/3459990.3460515>

POSTERS (REFEREED)**2025**

- P1. Andrews, J., Carlson, M., **Pitt, C.**, Roth, A., & Yip, J.C. (October 2025). *Creating Digital Games that Engage Kids in Joint Peer-to-Peer Engineering Learning with PBS KIDS' Team Hamster!* Showcase presentation, Connected Learning Summit, Cambridge, Massachusetts.

2023

- P2. Davis, K., Slovak, P., Landesman, R., **Pitt, C.**, Ghajar, A., & Schleider, J. (September 21, 2023). *Supporting teens' intentional social media use through an in-the-moment intervention*. Poster presentation, Digital Media and Developing Minds International Scientific Congress, Washington, DC.

2020

- P3. Bell, A., **Pitt, C.**, Hock, A., & Davis K. (2020, April¹). Digital badges and soft skill development: Teen self-assessment beyond STEM fields. In D. B. Chin (Chair), *Transfer for Learning Outside the Classroom: Informal Contexts to Examine STEM Learning Skills & Strategies*. Paper symposium, annual meeting of the American Educational Research Association (AERA), San Francisco, CA.
- P4. Davis, K., Bell, A., **Pitt, C.**, & Hock, A. (2020, April¹). So you've earned a badge, now what? Supporting students' digital badge literacy. In D.T. Hickey (Chair), *From badges to bridges: How digital micro-credentials support collaboration, partnership, and learning across contexts*. Paper symposium, annual meeting of the American Educational Research Association (AERA), San Francisco, CA.

2019

- P5. Mills, K., Bonsignore, E., Pauw, D., **Pitt, C.**, Cabrera L., Hernly, K., Jeong, H., Yip, J., Ahn, J. & Clegg, T. (2019, April). Eliciting Scientific Funds of Knowledge Through Social Media Sharing in Formal Learning Environments. In *Advanced Technologies for Learning*. Paper session, annual meeting of the American Education Research Association (AERA). Toronto, Ontario, Canada.
- P6. Pauw, D., Cabrera, L., Hernly, K., Jeong, H., Mills, K., **Pitt, C.**, Ahn, J., Bonsignore, E. & Clegg, T. (2019, April) Collaborative Joy Building With Digital Stickers. In D. Scipio and D. Keifert (Chairs), *Pedagogies of Joy :) Joy as Resistance at the Intersection of STEM Learning Pathways*. Structured poster session, annual meeting of the American Education Research Association (AERA). Toronto, Ontario, Canada.
- P7. Yip, J. & **Pitt, C.** (2019, April). Why does a joyful process of co-design matter for children's technology design? In D. Scipio and D. Keifert (Chairs), *Pedagogies of Joy :) Joy as Resistance at the Intersection of STEM Learning Pathways*.

¹ Not presented due to the COVID-19 pandemic

Structured poster session, annual meeting of the American Education Research Association (AERA). Toronto, Ontario, Canada.

2018

- P8. 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. In S. Akkerman (Chair), *Interests on the Move: Cultivating Interest Across Contexts*. Paper symposium, annual meeting of the American Education Research Association (AERA). New York City, NY.
- P9. **Pitt, C.**, Bell, A., & Davis, K. (2018, April). Empowering youth co-designers to promote student adoption of a digital badge system. In G. Tierney (Chair), *Youth co-design: The possibilities, affordances, and challenges of including youth in educational design*. Paper symposium, annual meeting of the American Educational Research Association (AERA), New York, NY.
- P10. Yip, J., Clegg, T., Ahn, J., Bonsignore, E., Cabrera, L., Mills, K., Pauw, D., **Pitt, C.** & Beck, A. (2018, April) Family Science Night. In T. Veal, *Expanding Participation in Science and Technology Learning Through Novel Designs for Family Science Nights*. Paper symposium, annual meeting of the American Educational Research Association (AERA), New York, NY.

INVITED PAPERS

- N1. Yip, J. C., Arnold, L., Gallo, A., Lee, K. J., **Pitt, C.**, Sobel, K., & Chen, S. (2016). How to Survive Creating an Intergenerational Co-design Group [invited article]. *Interactions*, 23(4), 65–67. <https://doi.org/10.1145/2933395>

Presentations

TALKS AND PANELS

- T1. **Pitt, C.** (2025, February 18). *KidsTeam: Co-design with children* [Invited guest lecture] Human Centered Design and Engineering, University of Washington
- T2. Yip, J. & **Pitt, C.** (2024, April 27). *Gaming Research Panel*. [Invited panelist] Husky Expo 2024
- T3. **Pitt, C.** (2024, April 23). *Children and Education: What does designing for and with kids look like?* [Invited guest lecture] Human Centered Design and Engineering, University of Washington

- T4. **Pitt, C.** (2024, January 25). *KidsTeam: Involving Children in the Design of New Technologies*. [Invited presentation] Visit from the Korea Foundation for the Advancement Science & Creativity to the Information School at the University of Washington.
- T5. **Pitt, C.** (2023, April 21). *Roll to Reflect! How youth can build social and emotional skills with tabletop role-playing games*. Presented as part of the Games and Libraries Webinar Series, Games & Gaming Round Table (GameRT) of the American Library Association.
(<https://games.ala.org/event/roll-to-reflect-how-youth-can-build-social-and-emotional-skills-with-tabletop-role-playing-games/>)
- T6. Conmy, T., Davis, A., **Pitt, C.**, Bush, J., DeArmas, M. (2019, August 2). *Tabletop Roleplaying Games and Learning*. [Panelist] GenCon 2019. Indianapolis, IN.
(<https://gametogrow.org/2019/08/08/gencon-was-a-huge-success/>)
- T7. Norman, K. L., **Pitt, C.**, Widlus, B. (2015, January). *What People Play and When: An Analysis of Video Game Journals*. [Panelist] Music and Gaming Festival (MAGFest 13), (<https://www.youtube.com/watch?v=2XZn1xYQFiA>), National Harbor, Maryland.

POSTERS (NON-REFEREED)

2024

- U1. **Pitt, C.**, Pulido Villanueva A.I., Ortega, A., Martin, Z., Fleet, S., Miller, C., Kwon, A. (2024, September). *Is there an app for that? Executive function development support for youth*. Poster presented at the CERES Fall Intensive Retreat 2024, Newport Beach, CA.

2020

- U2. **Pitt, C.**, Bell, A., Boyd, B., Davis, K. (2020, March¹). *Digital Badges for STEM Education: Case studies of youth digital badge use in sociotechnical context*. Poster presented at the annual University of Washington Information School Research Fair, Seattle, WA.
- U3. **Pitt, C.**, Yip, J., Ahn, J., Clegg, T., Bonsignore, E., & Pauw, D. (2020, March¹). *Science Everywhere: Reflections on the process of wrapping up a research-practice partnership*. Poster presented at the annual University of Washington Information School Research Fair, Seattle, WA.

2019

- U4. **Pitt, C.**, Bell, A., Onofre, E., Hock, A. & Davis, K. (2019, March). *Digital Badges for STEM Education: From design to implementation... and back again*. Poster

presented at the annual University of Washington Information School Research Fair, Seattle, WA.

- U5. Yip, J., **Pitt, C.**, Griffing, D., Pauw, D., & Jeong, H. (2019, March). *Community Learning at Family Science Nights*. Poster presented at the annual University of Washington Information School Research Fair, Seattle, WA.

2018

- U6. **Pitt, C.**, Bell, A., Gawronski, J., Davis, K. (2018, March). *Digital Badges for STEM Education*. Poster presented at the annual University of Washington Information School Research Fair, Seattle, WA.
- U7. 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, March). *Science Everywhere: Designing public, tangible displays to connect youth learning across settings*. Poster presented at the annual University of Washington Information School Research Fair, Seattle, WA.
- U8. Banerjee, R., Liu, L., Sobel, K., **Pitt, C.**, Lee, K.J., Wang, M., Chen, S., Davison, L., Yip, J., Ko, A., & Popović, Z. (2018, March). *Empowering families facing English literacy challenges to jointly engage in computer programming*. Poster presented at the annual University of Washington Information School Research Fair, Seattle, WA.

2017

- U9. **Pitt, C.**, Bell, A., Kim, A. & Davis, K. (2017, March). *Digital Badges for STEM Education*. Poster presented at the annual University of Washington Information School Research Fair, Seattle, WA.
- U10. **Pitt, C.**, Yip, J.C., Griffing, D., Salazar, A. & Vazquez Lua, M.C. (2017, March). *Science Everywhere*. Poster presented at the annual University of Washington Information School Research Fair, Seattle, WA.
- U11. Yip, J. C., Sobel, K., **Pitt, C.**, Lee, K. J., Chen, S., Nasu, K., & Pina, L. R. (2017, March). *KidsTeam UW – Examining Adult-Child Interactions in Intergenerational Participatory Design*. Poster presented at the annual University of Washington Information School Research Fair, Seattle, WA.

2014

- U12. Norman, K. L., **Pitt, C.**, Widlus, B. (2014, May). *Analysis of Video Game Journals*. Poster presented at the annual Human-Computer Interaction Lab Symposium, College Park, Maryland.

Press

1. Herndon, S. (2023, April 10). Dungeons, dragons, dissertation: Ph.D. student Caroline Pitt explores gaming as an educational tool. *University of Washington Information School (iNews)*.
<https://ischool.uw.edu/news/2023/04/phd-student-caroline-pitt-explores-gaming-educational-tool>
2. Wilde, T. (2023, March 25). Can ‘Dungeons & Dragons’ and other tabletop games help youth build social skills? *GeekWire*.
<https://www.geekwire.com/2023/can-dungeons-dragons-and-other-tabletop-games-help-youth-build-social-skills/>
3. Cashman, C. (2023, March 7). Seattle researchers find that Dungeons and Dragons can help kids build social-emotional skills. *KING5*.
<https://www.king5.com/article/news/local/seattle-researchers-dungeons-and-dragons-social-emotional-skills/281-6b27222e-a982-470f-9ca6-7a6a5c9416a3>
4. Nguyen, A. (2021, February 9). Technology helps teens cope with COVID, researchers find. *University of Washington Information School (iNews)*.
<https://ischool.uw.edu/news/2021/02/how-are-teens-feeling-about-tech-during-covid-pitt-and-davis-investigate>
5. Upham, B. (2021, October 9). Facebook Comes Under Fire After Whistleblower and Leaked Documents Reveal Negative Impact on Young Girls. *EverydayHealth.Com*.
<https://www.everydayhealth.com/public-health/facebook-comes-under-fire-after-whistleblower-and-leaked-documents-reveal-negative-impact-on-young-girls/>

Teaching

Guest Faculty at the Information School, UW

INFO 300: Research Methods for Informatics (Spring 2026)

Students: 55

Taught a project and lab-focused undergraduate research methods course.

IMT 550: Policy and Ethics in Information Management (Winter 2026)

Students: 30

Engaged masters students in discussions of ethical and legal concerns in information science.

Directed Research Group Instructor, Human Centered Design & Engineering, UW

Caroline R. Pitt – Updated 10 June, 2026

HCDE 496/596: Participatory Design with Children and Researchers (Summer 2025)

Students: 20

Led students in preparing for and conducting KidsTeam summer session.

HCDE 496/596: Participatory Design with Children and Researchers (Summer 2024)

Students: 25

Led students in preparing for and conducting KidsTeam summer session.

HCDE 496/596: Executive Function and Sociotechnical Systems (Spring 2024)

Students: 7

Led master's and undergraduate students in literature and app review processes.

HCDE 496/596: Participatory Design with Children and Researchers (Summer 2023)

Students: 25

Led students in preparing for and conducting KidsTeam summer session.

Pre-doctoral Lecturer (Instructor of Record) at the Information School, UW

INFO 498 A: Learning Sciences for Informatics (Winter 2023)

Students: 30

Taught and iterated on a special topics course I previously designed.

INFO 300: Research Methods for Informatics (Autumn 2022)

Students: 70

Taught a project and lab-focused undergraduate research methods course.

LIS 516: Youth Development and Information Behavior in A Digital Age (Spring 2022)

Students: 34

Instructed an asynchronous, discussion-based course for library science students.

INFO 498 D: Learning Sciences for Informatics (Winter 2022)

Students: 28

Designed and created a special topics course focusing on educational technology.

INFO 360: Design Methods for Informatics (Spring 2021)

Students: 40

Taught a studio and project-focused design course for undergraduates.

LIS 547: Design Methods for Librarianship (Winter 2021)

Students: 40

Taught a studio and project-focused design course for library science students.

Teaching Assistant at the Information School, UW

INFO 360: Design Methods for Informatics (Autumn 2020)

Professor: Jaime Snyder. Students: 40

Caroline R. Pitt – Updated 10 June, 2026

Guest lectured, graded assignments, and held office hours.

INFO 102: Gender and Information Technology (Spring 2019)

Professor: Anna Lauren Hoffman. Students: 150 total, 50 in assigned TA sections

Facilitated discussion sections and graded assignments.

Teaching Practica at the Information School, UW

INFO 498C: Games and Information (Autumn 2019)

The Information School, University of Washington, Seattle

Instructor: Travis Windleharth. Students: 35

Guest lectured for multiple class sections.

INFO 470 (now 300): Research Methods for Informatics (Autumn 2017)

The Information School, University of Washington, Seattle

Professor: Katie Davis. Students: 200

Designed and implemented new discussion section activities.

Undergraduate Teaching Assistant in the Department of Psychology, UMD

PSYC 445: Psychology of Video Games and Entertainment (Fall 2013)

Professor: Kent Norman. Students: 40

Assisted with guest lectures, grading, and answering student queries.

Professional & Service Activities

Associate Chair

- ACM SIGCHI Conference on Human Factors in Computing Systems (2025, 2026)

Journal Reviewing

- Computers & Education
- Computers & Education: Artificial Intelligence
- Information and Learning Sciences
- International Journal of Human-Computer Studies
- Acta Didacta Norden
- British Journal of Educational Technology
- ACM Transactions on Computing Education (TOCE)
- European Early Childhood Education Research Journal
- Proceedings of the ACM on Interactive, Mobile, Wearable and Ubiquitous Technologies (IMWUT)
- New Media & Society
- Children and Youth Services Review
- International Journal of Child-Computer Interaction (IJCCI)

Conference Reviewing

- AERA - American Educational Research Association (2019)
- ACM SIGCHI - Conference on Human Factors in Computing Systems (2019*, 2020, 2021*, 2022, 2023, 2024*, 2025, 2026*)
- CSCL - Computer-Supported Collaborative Learning (2019)
- ACM CSCW - Computer-Supported Collaborative Work (2020, 2021, 2025)
- CLS - Connected Learning Summit (2019, 2022)
- ACM DIS - Designing Interactive Systems (2021, 2023, 2024, 2026)
- ACM IDC - Interaction Design and Children (2018, 2019, 2022 - Work In Progress Committee, 2024, 2025, 2026*)
- ACM C&C - ACM Conference on Creativity & Cognition (2024)
- ACM CHI Play - The Annual Symposium on Computer-Human Interaction in Play (2024*, 2026)

* Special Recognition for Outstanding Review

Service to the University of Washington Information School

- Student representative on PhD Program Advisor hiring committee (2022)
- Student representative on admissions interviews (2021, 2023, 2024)
- Treasurer, Doctoral Students Association (2019-2020)

Student Conference Volunteering

- CHI - Conference on Human Factors in Computing Systems (2016-2022)
- IDC - Interaction Design and Children (2017, 2021)

Memberships

Association for Computing Machinery (ACM)

ACM Special Interest Group in Computer-Human Interaction (ACM SIG CHI)

American Educational Research Association (AERA)

International Society of the Learning Sciences (ISLS)