

# Greg Walsh

## Education

### Doctorate of Philosophy, Information Studies

University of Maryland, College Park

December 2012

### Master of Science, Instructional Technology

Bloomsburg University

December 1998

### Bachelor of Arts, Mass Communication

Bloomsburg University

May 1997

## Published Works

### Peer Reviewed Works

Cole, J., **Walsh, G.**, & Pease, Z. 2017. Click to Enter: Comparing Graphical and Textual Passwords for Children. Extended Abstract in *Proceedings of the The 16th International Conference on Interaction Design and Children*. ACM, New York, NY, USA.

**Walsh, G.**, Donahue, C., Rhodes, E., & Pease, Z. 2016. Inclusive Co-Design with a Three-Dimensional Game Environment. *Proceedings of the The 15th International Conference on Interaction Design and Children*. ACM, New York, NY, USA.

Rhodes, E., & **Walsh, G.** 2016. Recommendations for Developing Technologies that Encourage Reading Practices Among Children in Families with Low-literate Adults. *Proceedings of the The 15th International Conference on Interaction Design and Children*. ACM, New York, NY, USA.

Pease, Z., & **Walsh, G.** 2016. COPPA COMPLIANCE: A Cooperative Inquiry Perspective. *In Proceedings of the 2016 CHI Conference Extended Abstracts on Human Factors in Computing Systems*. ACM, New York, NY, USA.

**Walsh, G.**, Foss, E. 2015. A Case for Intergenerational Distributed Co-Design: The Online Kidsteam Example. *In Proceedings of the 14th International Conference on Interaction Design and Children (IDC '15)*. ACM, New York, NY, USA.

**Walsh, G.**, Donahue, C., & Rhodes, E. 2014. KidCraft: Co-Design within a Game Environment. *CHI'15 Extended Abstracts on Human Factors in Computing Systems (CHI '15)*. ACM, New York.

**Walsh, G.**, Golbeck, J. 2014. StepCity: a preliminary investigation of a personal informatics-based social game on behavior change. *CHI'14 Extended Abstracts on Human Factors in Computing Systems (CHI '14)*. ACM, New York.

Subramaniam, M., Ahn, J., Waugh, A., Taylor, N.G., Druin, A., Fleischmann, K.R., & **Walsh, G.** (2013). The role of school librarians in enhancing science learning. *Journal of Librarianship and Information Science*. SAGE Publications.

Subramaniam, M., Ahn, J., Waugh, A., Taylor, N. G., Druin, A., Fleischmann, K. R., & **Walsh, G.** (2013). Crosswalk between the framework for k-12 science education and standards for the 21st century learner: School librarians as the crucial link. *School Library Research*, 16.

**Walsh, G.**, Foss, E., Yip, J.C., Druin, A. (2013). FACIT PD: Framework for analysis and creation of intergenerational techniques for participatory design. *Proceedings of the SIGCHI Conference on Human Factors in Computing Systems (CHI'13)*. ACM, New York.

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. Manuscript accepted for publication in the *Journal of Special Education Technology*.

**Walsh, G.**, Druin, A., Guha, M.L., Bonsignore, E., Foss, E., Yip, J.C., Golub, E., Clegg, T., Brown, Q., Brewer, R., Joshi, A., and Brown, R. (2012). DisCo: a co-design online tool for asynchronous distributed child and adult design partners. In *Proceedings of the 11th International Conference on Interaction Design and Children (IDC '12)*. ACM, New York, NY, USA, 11-19.

Ahn, J., Subramaniam, M., Fleischmann, K. R., Waugh, A., **Walsh, G.**, & Druin, A. (2012). Youth identities as remixers in an online community of storytellers: Attitudes, strategies, and values. *Proceedings of ASIST 2012: The 75th Annual Meeting of the American Society for Information Science and Technology*. [BEST INFORMATION BEHAVIOR PAPER AWARD]

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.

Xie, B., Yeh, T., **Walsh, G.**, Watkins, I., and Huang, M. 2012. Co-designing an e-health tutorial for older adults. In *Proceedings of the 2012 iConference (iConference '12)*. ACM, New York, NY, USA, 240-247.

Yeh, T., Chang, T., Xie, B., **Walsh, G.**, Watkins, I., Wongsuphasawat, K., Huang, M., Davis, L.S. and Bederson, B. (2011). Creating Contextual Help for GUIs Using Screenshots. In *UIST'11*, October 16–19, 2011, Santa Barbara, CA, USA. In press.

**Walsh, G.**, Brown, Q., and Druin, A. (2011). Social Networking as a Vehicle to Foster Cross-Cultural Awareness. In *Proceedings of the 10th International Conference on Interaction Design and Children (IDC '11)*. ACM, New York, NY, USA, 209-212.

Joshi, A., **Walsh, G.** (2011). Tootter: Designing a Musical Expression Tool for use in Social Networks. In *Proceedings of the 10th International Conference on Interaction Design and Children (IDC '11)*. ACM, New York, NY, USA, 169-172.

**Walsh, G.**, Druin, A., Guha, M., Foss, B., Golub, E., Hatley, L., Bonsignore, B. and Franckel, S. (2010). Layered Elaboration: A New Technique for Co-Design with Children. In *Proceedings of the CHI 2010* (Atlanta, Georgia, 2010).

Tarkan, S., Sazawal, V., Druin, A., Golub, E., Bonsignore, E.M., **Walsh, G.** and Atrash, Z. (2010). Children's Perceptions of Programming Given the Toque Cooking Language. *Proceedings of the CHI 2010* (Atlanta, Georgia, 2010)

**Walsh, G.** and Golbeck, J. (2010). Curator: A Game with a Purpose for Collection Recommendation. In *Proceedings of the 28th international conference on Human factors in computing systems (CHI '10)*. ACM, New York, NY, USA, 2079-2082.

Brown, Q., Bonsignore, E., Hatley, L., Druin, A., **Walsh, G.**, Foss, E., Brewer, R., et al. (2010). Clear Panels: a technique to design mobile application interactivity. In *Proceedings of the 8th ACM Conference on Designing Interactive Systems* (pp. 360–363).

Walsh, G. (2009). Wii can do it: Using co-design to create and instructional game. In *Proceedings of the 27th international conference extended abstracts on Human factors in computing systems (CHI EA '09)*. ACM, New York, NY, USA, 4693-4698.

Tarkan, S., Sazawal, V., Druin, A., Foss, E., Golub, E., Hatley, L., Khatri, T., Massey, S., Walsh, G., and Torres, G. (2009). Designing a Novice Programming Environment with Children. Poster session of *40th Annual SIGCSE Technical Symposium*.

#### **Doctoral Consortium**

Walsh, G. (2011). Distributed Co-Design. In *Proceedings of the 2011 annual conference extended abstracts on Human factors in computing systems (CHI EA '11)*. ACM, New York, NY, USA, 1061-1064.

#### **Peer Reviewed Book Chapters**

Walsh, G. (2012). Employing Co-Design in the Video Game Design Process. In M. Cunha (Ed.), *Serious Games as Educational, Business, and Research Tools*.

#### **Conference Presentations**

Yip, J.C., Clegg, T.L., Druin, A., Guha, M.L., Golub, E., Bonsignore, E., Foss, E., & **Walsh, G.** (2012). 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.

#### **Videos**

**Walsh, G.**, Druin, A., Guha, M., Foss, B., Golub, E., Hatley, L., Bonsignore, B. and Franckel, S. (2011). Energy House: Video. In *Proceedings of the 2011 annual conference extended abstracts on Human factors in computing systems (CHI EA '11)*. ACM, New York, NY, USA, 513-513.

**Walsh, G.**, Druin, A., Guha, M., Foss, B., Golub, E., Hatley, L., Bonsignore, B. and Franckel, S. (2011). Layered Elaboration: Video. In *Proceedings of the 2011 annual conference extended abstracts on Human factors in computing systems (CHI EA '11)*. ACM, New York, NY, USA, 489-489.

#### **Invited Submissions**

Walsh, G. (2017) AudioUX for Children: A Participatory Design Approach. *UXDC Poster Session*.

Walsh, G. (2013) Anatomy of a design session. *Interactions*, Volume 20, Issue 6. ACM.

Walsh, G. (2011) Kidsteam: Co-designing Children's Technologies with Children. *User Experience Magazine*. Volume 10, Issue 1, 2011.

Walsh, G. (2007). Cheating in Video Games Isn't Cheating at All: It's part of the Game. In K. Kapp (Ed.), *Gadgets, Games, and Gizmos for Learning* (pp. 148). Pfeiffer.

Walsh, G. (2001). Social Simulator [Graphic]. In by K. Kapp, W. Latham and H. Ford-Latham (Eds.), *Integrated Learning for ERP Success: A Learning Requirements Planning Approach* (p. 176). CRC Press.

## **Invited Talks**

### **2017**

*KidsteamUB: Developing a Podcast Tool*  
National Public Radio (NPR)

### **2016**

*Life in the Big City: A reflection of four years of HCI Education and Research in Baltimore*  
University of Maryland, Human-Computer Interaction Lab (HCIL)

### **2015**

*Designing for Kids With Kids*  
UXDC

*Kidsteam: Designing with your audience*  
World IA Day, DC

### **2014**

*Easy as Pi*  
Society of American Military Engineers

*Designing a Fitbit Game*  
CAS Scholarship Day

*Academia and Game Design*  
Music and Gaming Festival

### **2013**

*Panel: Children and Video Games*  
University of Baltimore Digital Designer's Guild

### **2012**

*Panel: Video Games in the Classroom*  
AFI / Discovery Channel Silver Docs Documentary Conference

### **2011**

*Panel: Technology of the Future in Education: Making Connections*  
AFI / Discovery Channel Silver Docs Documentary Conference

*Distributed Co-Design*  
28th Annual Human-Computer Interaction Lab Symposium, University of Maryland

*Distributed Co-Design*  
CHI 2011

### **2010**

*Layered Elaboration: A New Technique for Co-Design.*  
CHI 2010

**2009**

*Timestream: A case study of co-design to create an instructional game*  
The 26<sup>th</sup> Human Computer Interaction Lab Symposium, University of Maryland

**2008**

*Using New Technologies for the Classroom*  
Education Theory and Practice  
University of Maryland School of Pharmacy

*Developing a Learning Game: From storyboards to finished product*  
Institute for Interactive Technologies, Bloomsburg University

*Are You Connect.ed?: Social Networking Symposium*  
University of Maryland Health Sciences and Human Services Library

**2007**

*The Power of Play: Effective Training Through Games and Simulations*  
University of Maryland, Baltimore County Training Forum

*An Overview of Creative Technologies for Learning*  
Danya International

*Blogs and Wikis for Communication*  
Society of Technical Communicators, Washington DC Area Chapter and Metro Baltimore Area Chapter

*New Technologies for Learning*  
Vuepoint Client Forum 2007 Las Vegas

**2005**

*Developing a Game: From storyboards to finished product*  
Institute for Interactive Technologies, Bloomsburg University

**2003**

*Flash and Communications*  
Society of Technical Communicators, Baltimore Chapter

**2000**

Panel Member  
Society of Technical Communicators, Metro Baltimore Chapter

**Teaching Experience****Assistant Professor**

*COSC150: Introduction to Game Design*  
Fall 2012, Spring 2014  
University of Baltimore

**Assistant Professor**

*COSC324: Designing for Humans*

Fall 2012, Spring 2014, Fall 2014, Spring 2015, Fall 2015, Spring 2016  
University of Baltimore

**Assistant Professor**

*COSC320: Game Concept and Development*

Spring 2013, Fall 2013

University of Baltimore

**Assistant Professor**

*COSC407: Social Media and Games*

Fall 2013

University of Baltimore

**Assistant Professor**

*COSC460: Games, Simulations, and Society*

Spring 2013

University of Baltimore

**Assistant Professor**

*IDIA612: Interaction and Interface Design*

Fall 2012, Spring 2013, Fall 2013, Spring 2014, Fall 2014, Fall 2015, Spring 2016, Fall 2016

University of Baltimore

**Assistant Professor**

*IDIA614: Sequential Visualization and Analysis*

Fall 2014, Fall 2016

**Assistant Professor**

*IDIA715: Managing UX Projects*

Spring 2017

**Assistant Professor**

*IDIA750/712: Advanced Interaction and Interface Design*

Spring 2014, Spring 2015, Spring 2016, Spring 2017

University of Baltimore

**Presenter**

*30<sup>th</sup> Annual Human Computer Interaction Lab Symposium 2013*

Human-Game Interaction: HCI and video games

*28th Annual Human Computer Interaction Lab Symposium 2011*

New Methods for Designing for and with the iChild

*27th Annual Human Computer Interaction Lab Symposium 2010*

New Methods for Designing for and with the iChild

**Adjunct Instructor**

*EDUC 689T: Current Issues and Trends (10-25 students)*

Fall 2005, Fall 2006, Fall 2007, Fall 2009, Fall 2010, Fall 2011

University of Maryland, Baltimore County

Developed online course that introduces students to concepts and current trends in the field of instructional technology. Utilize current articles, case studies, and discussions to cover topics useful to training professionals about topics like the instructional uses of blogs, podcasts, and wikis.

**Adjunct Instructor**

*EDUC 612: Message Design*

Spring 2005, Spring 2006, Spring 2007, Spring 2008, Spring 2009, Spring 2011, Spring 2012  
University of Maryland, Baltimore County

**Adjunct Instructor**

*EDUC 610/682: Principles of Web-based Training*

Fall 2001-Spring 2006, Fall 2008  
University of Maryland, Baltimore County

**Adjunct Instructor**

*EDUC 640/681: Survey of Multimedia Tools*

Spring 2002-Spring 2003  
University of Maryland, Baltimore County

**Instructor**

*Web and Graphic Design Classes*

Fall 2001-Summer 2002  
Computer Career Institute @ Johns Hopkins University

**Guest Instructor**

*Interactive Media Class*

Fall 2001  
Montgomery County College

**Facilitator/Instructor**

*Introduction to HTML – 2 Day Workshop*

Summer 1998  
Bloomsburg University

**Invited Guest Lecturer**

*LBSC 690: Information Technology*

Fall 2010  
University of Maryland, College Park

*Instructional Game Development*

Fall 2009  
Bloomsburg University of Pennsylvania

*Education Theory and Practice*

Fall 2008  
University of Maryland, School of Pharmacy

*Instructional Game Development*

Fall 2008  
Bloomsburg University of Pennsylvania

*Programming CBT/WBT Instructional Media*  
Summer 2001  
University of Maryland, Baltimore County

Presented industry-standard topics such as Macromedia Dreamweaver, Flash, Director, and Adobe Photoshop. Created take-away guides/tutorials and presented examples of the technology used in real-life situations.

## **Academic Service**

### **Technical Program Chair**

2016 – 2017

Interaction, Design, and Children 2017

### **University Faculty Senate**

Sept 2016-Present

Yale Gordon College of Arts and Sciences (YGCAS) Representative

### **Program Director**

2015-Present

MS, Interaction Design and Information Architecture

### **Program Director**

2015-Present

Certificate, User Experience (UX) Design

### **Program Director**

2015-Present

Certificate, Digital Media Production

### **Associate Paper Chair/Paper Committee**

2015-Present

Interaction, Design, and Children

### **Paper Reviewer**

2011-Present

Interaction, Design, and Children

### **Paper Reviewer**

2009-Present

Conference on Human Computer Interaction (CHI)

### **Honors Council**

2013-15

University of Baltimore

### **Network Learning Presenter**

2013

CELTT, University of Baltimore



**Faculty Search Committee**

2016

Applied Information Technology Program

Yale Gordon College of Arts and Sciences, University of Baltimore

**Faculty Search Committee**

2015

Math Program

Yale Gordon College of Arts and Sciences, University of Baltimore

**Faculty Search Committee**

2012-2013, 2014

Simulation and Digital Entertainment Program

Yale Gordon College of Arts and Sciences, University of Baltimore

**Visioning for Excellence Committee**

2012-2013

Yale Gordon College of Arts and Sciences, University of Baltimore

**ISD Corporate Advisory Committee**

2004-2016

Division of Professional Education & Training, University of Maryland, Baltimore County

**Undergraduate Curriculum Committee**

2011-2012

College of Information Studies, University of Maryland, College Park

**Faculty Search Committee**

2010-2011

College of Information Studies, University of Maryland, College Park

**Doctoral Committee**

2009-2010

College of Information Studies, University of Maryland, College Park

**Instructional Systems Design Program Director Search Committee**

2004

Division of Professional Education & Training, University of Maryland, Baltimore County

**Husky Ambassador**

1997-1998

Student Alumni Association, Bloomsburg University of Pennsylvania

**Academic Experience**

**Assistant Professor, University of Baltimore**

August 2012-Present

Teach multiple courses per semester in the Simulation and Digital Entertainment undergraduate program and the Interaction Design and Information Architecture graduate program. Update courses to meet current industry demands. Perform service to the program, department, college,

and University through committees. Oversee independent studies and mentor student in formal and informal settings. Conduct research on Human-Computer Interaction/Games/Children.

### **National Park Service Fellow**

Fall 2010-Spring 2012

Work with the National Park Service (NPS) on the design of technologies to enhance children's experiences with national parks both in-park and at home. Lead intergenerational design team sessions for NPS and other partners (Nickelodeon, Carnegie Hall). Supervise undergraduate team members' research projects.

### **Carnegie Hall Fellow**

Fall 2009-Fall 2010

Responsible for all research involving the Carnegie Hall Cultural Exchange program, a cross-cultural social network and concert series. Traveled to Carnegie Hall in New York to run co-design sessions focusing on the educational concert experience with participants. Developed tools and techniques for the data collection and statistical analysis of the Cultural Exchange social network.

### **iSchool Graduate Fellow**

Fall 2008-Fall 2009

Participated in intergenerational design sessions with partners (National Park Service, UNICEF) and internal projects (Children's programming language, StoryKit). Worked as the community manager for the International Children's Digital Library by answering mail and forum posts. Participated in the creation of a new Doctoral Program Handbook and analysis for a new Human-Computer Interaction Master's program in the College of Information Studies (iSchool). Responsible for the collection and reporting of the iSchool's Learning Outcome Analysis to the graduate school.

## **Industry Experience**

### **Interactive Media Consultant**

June 2003-September 2008

Baltimore, MD

Developed e-learning interactives for various corporate clients. Created replicable templates and small-scale processes to increase productivity. Developed educational games for a high school distance learning company and the USDA.

### **Senior Instructional Technologist**

*Black & Decker*

January 2007-August 2008

Towson, MD

Managed relationship with Learning Management System vendor. Consulted with business groups on use of interactive technologies. Worked as a liaison between vendors for technical and media projects. Developed games for use in learning.

### **Web Designer**

*Black & Decker*

December 2004-December 2006

Towson, MD

Designed and developed interactive, e-learning projects for sales and marketing groups. Worked with cross-functional teams to craft e-learning developmental processes. Created video and audio materials for on-line training.

### **Technology Guru**

*Titan Digital Communications, Inc*

March 2003- June 2004

Baltimore, MD

Developed Web-based games. Created Web-based learning and knowledge applications. Led back-end development of Web-based, e-learning and interactive media projects. Merged creative front-end with server technologies. Responsible for researching Web technologies. Managed sub-contractors on a per need basis.

### **Creative Director**

*Digimo, Inc*

January 2002-March 2003

Baltimore, MD

Created Web-based learning applications. Led design of Web-based, e-learning and interactive media projects. Responsible for profitability of design department. Managed design team and integration of front and back-end technologies. Worked with clients on-site to address creative needs.

### **Interactive Media Designer**

*Latitude360 / RWD Technologies*

August 1998-October 2001

Columbia, MD

Designed and developed interactive exercises for Ford, Proctor & Gamble, and the Rouse Company. Designed and developed interactive media prototypes for potential clients. Designed and developed the RWD Applied Technology Lab's intranet for information sharing. Led technical development team for the American Visionary Arts Museum's website. Created interactive marketing pieces for Latitude360's University360 product as well as BaanEase.

## **Funding**

YGCAS Summer Grant Funding

\$3300

Google Faculty Research Award

\$42k

UB Foundation Fund for Excellence

\$18k

## **Honors and Awards**

2015 Google Faculty Research Award

2013 Emmy – Outstanding Creative Achievement in Interactive Media-User Experience and Visual Design

2012 ASIST Best Information Behavior Paper Award  
2012 Google – Human-Computer Interaction Lab Student Research Honorable Mention  
2011 STEM Video Game Challenge Top 10 - Energy House  
2011 Doctoral Consortium, SIGCHI  
2009-2010 Carnegie Hall Fellow

## **Advising Experience**

### **Alden Brigham**

Fall 2017 – Present

Thesis

Interaction Design and Information Architecture, University of Baltimore

### **Amber Kreisel**

Fall 2017 – Present

Thesis

Interaction Design and Information Architecture, University of Baltimore

### **Jessica Lieberman**

Fall 2017 – Present

Thesis

Interaction Design and Information Architecture, University of Baltimore

### **Victoria Kulikowski**

Summer 2017 – Present

Thesis

Interaction Design and Information Architecture, University of Baltimore

### **Kiel McLaughlin**

Spring 2017 – Present

Thesis

Interaction Design and Information Architecture, University of Baltimore

### **Bethany McGowan**

Fall 2016 – Present

Thesis

Interaction Design and Information Architecture, University of Baltimore

### **Zachary Pease**

Spring 2017 – Present

Thesis

Interaction Design and Information Architecture, University of Baltimore

### **Sean Pollard**

Spring 2017 – Present

Thesis

Interaction Design and Information Architecture, University of Baltimore

### **James Soldinger**

Spring 2017 – Present

Thesis

Interaction Design and Information Architecture, University of Baltimore

**Rhiannon Fox**

Spring 2017 – Present

Thesis

Interaction Design and Information Architecture, University of Baltimore

**Vipul Katira**

Spring 2015 – Present

Thesis

Interaction Design and Information Architecture, University of Baltimore

**Jaime Lee**

Spring 2015 – Present

Thesis

Interaction Design and Information Architecture, University of Baltimore

**Kayo Yamada Rusin**

Fall 2016 – Spring 2017

Thesis

Interaction Design and Information Architecture, University of Baltimore

**Andrew White**

Fall 2016 – Spring 2017

Thesis

Interaction Design and Information Architecture, University of Baltimore

**Jasper Cole**

Fall 2015 – Spring 2016

Thesis

Interaction Design and Information Architecture, University of Baltimore

**Emily Rhodes**

Fall 2014 – Spring 2015

Thesis

Interaction Design and Information Architecture, University of Baltimore

**Vineet Shah**

Spring 2010-Fall 2011

Department of Computer Science, UMCP

**Asmi Joshi**

Fall 2010-Spring 2011

Department of Computer Science, UMCP

**Personal Interests**

Sailing

Camping

Endurance Sports