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; youth development, identity, and wellbeing in sociotechnical systems.

Education

University of Washington – Seattle

The Information School, Ph.D. in Information Science (2015-2023 *expected*)
Member of the Digital Youth Lab; Children, Technology Research, Learning + Families (CTRL-F) Lab; and Game Research 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

The Information School, M.Sci. in Information Science (2015-2018)

University of Maryland – College Park

College of Behavioral and Social Sciences
B.A., Anthropology & B.Sci., Psychology – Cum Laude (2010-2014)
Digital Cultures and Creativity Honors Program (2010-2012)

Honors, awards, and recognitions

- UW Graduate School Presidential Dissertation Fellowships Nominee (2022)
- 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. Clegg, T., Hernly, K., Ahn, J., Yip, J., Bonsignore, E., Pauw, D., & **Pitt, C.** (in press). Changing Lanes: Relational dispositions that fuel community science learning. *American Educational Research Journal*.

J2. 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

J3. 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

J4. **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)

2023

C1. Davis, K., Slovak, P., Landesman, R., **Pitt, C**., Ghajar, A., Kawas, S., Perez Portillo, A., & Kuhn, N. (in press). Supporting teens' intentional social media use through interaction design: An exploratory proof-of-concept study. *In Proceedings of the 2023 Conference on Interaction Design and Children (IDC '23)*

2021

C2. **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

C3. **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

C4. 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

C5. **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

C6. 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

C7. 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

C8. 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)

C9. 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

C10. 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.

C11. 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

C12. **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

C13. 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
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*.

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)

2020

P1. Bell, A., **Pitt, C.**, Hock, A., & Davis K. (2020, April[1]). 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.

P2. Davis, K., Bell, A., **Pitt, C.**, & Hock, A. (2020, April[1]). 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

P3. 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.

P4. 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.

P5. 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*. Structured poster session, annual meeting of the American Education Research Association (AERA). Toronto, Ontario, Canada.

2018

[1] Not presented due to the COVID-19 pandemic

P6. 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.

P7. **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.

P8. 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. Vea, 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.** (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/)

T2. Conmy, T., Davis, A., **Pitt, C.**, Bush, J., DeArmas, M. (2019, August 2). *Tabletop Roleplaying Games and Learning*. Panel presentation at GenCon 2019. Indianapolis, IN. (https://gametogrow.org/2019/08/08/gencon-was-a-huge-success/)

T3. Norman, K. L., **Pitt, C.**, Widlus, B. (2015, January). *What People Play and When: An Analysis of Video Game Journals*. Panel presentation at the Music and Gaming Festival (MAGFest 13), (https://www.youtube.com/watch?v=2XZn1xYQFiA), National Harbor, Maryland.

POSTERS (NON-REFEREED)

2020

U1. **Pitt, C.**, Bell, A., Boyd, B., Davis, K. (2020, March[1]). *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.

U2. **Pitt, C.**, Yip, J., Ahn, J., Clegg, T., Bonsignore, E., & Pauw, D. (2020, March[1]). *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

U3. **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.

U4. 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

U5. **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.

U6. 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.

U7. Banerjee, R., Liu, L., Sobel, K., **Pitt, C.,** Lee, K.J., Wang, M., Chen, S., Davison, L., Yip, J., Ko, A., & Popovič, 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

U8. **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.

U9. **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.

U10. 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

U11. 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/

Mentoring

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)

Teaching

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

INFO 498 A: Learning Sciences for Informatics (Winter 2023)
Students: 30
Iterated on my previous course design and incorporated new materials.

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
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.

Research assistantships and internships

Teens' Meaningful Technology Use (2021-2022)
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/)

KidsTeam (2015-2016)
CTRL+F Lab. Supervisor: Jason Yip
Engaging youth in participatory design processes for the design of new technologies. (https://www.kidsteam.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 using an open coding process.

Professional & Service Activities

Service to the University of Washington Information School

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

Student Conference Volunteering

- CHI - Conference on Human Factors in Computing Systems (2016, 2017, 2018, 2019, 2020[2], 2021, 2022)
- IDC - Interaction Design and Children (2017, 2021)

Journal Reviewing

- Computers & Education
- Information and Learning Sciences
- International Journal of Human-Computer Studies

[2] Accepted to Student Volunteer program, conference canceled due to COVID-19

Conference Reviewing

- AERA - American Educational Research Association (2019)
- ACM CHI - Conference on Human Factors in Computing Systems (2019*, 2020, 2021*, 2022, 2023)
- CSCL - Computer-Supported Collaborative Learning (2019)
- ACM CSCW - Computer-Supported Collaborative Work (2020, 2021)
- CLS - Connected Learning Summit (2019, 2022)
- ACM DIS - Designing Interactive Systems (2021, 2023)
- ACM IDC - Interaction Design and Children (2018, 2019, 2022 - Work In Progress Committee)

* Special Recognition for Outstanding Review

Memberships

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