

# MONA LEIGH GUHA

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College Park, MD 20742  
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## EDUCATION

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**University of Maryland** College Park, Maryland  
*Ph.D. – Human Development* 2002 – 2010

**Johns Hopkins University** Baltimore, Maryland  
*M.S. – Special Education* 1997 – 2000

- Concentration: Early Childhood Special Education

**Lock Haven University** Lock Haven, Pennsylvania  
*B.S. – Early Childhood Education* 1992 – 1996

- Minor: Speech Communication

## UNIVERSITY PROFESSIONAL EXPERIENCE

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**Director, Center for Young Children** 2015 – present  
**Department of Human Development and Quantitative Methodology** College Park, Maryland  
**College of Education, University of Maryland**

- Directs operation of National Association of the Education of Young Children (NAEYC) accredited, Maryland State licensed child care center with 110 children ages 3 – 6 years old. Center includes a Maryland State Department of Education accredited kindergarten
- Hires and manages staff of professional level early childhood educators
- Oversees research studies at the center
- Manages budget for center
- Liaises between the wider university community and the center
- Advises graduate students as adjunct member of Graduate Faculty of University of Maryland

**Faculty Research Associate** 2010 – 2015  
**Managing Director, Children’s Design Team** College Park, Maryland  
**College of Information Studies & Human-Computer Interaction Lab, University of Maryland**

- Coordinated and led interdisciplinary research teams of children, faculty, staff, and students on projects focused on designing new technologies with and for children
- Communicated with parents and guardians of children on team
- Collaborated on the design of technology for preschool, elementary school, middle school, and high school age children, working with child design partners of each age
- Organized and managed design sessions, including planning and leading design activities
- Managed relationships with corporate and public partners and funders including the National Park Service, Pearson, Nickelodeon, Google, Nielsen, and National Geographic
- Fulfilled college-wide positions as Grant Mentor, IRB Liaison, and Equity Administrator
- Procured and managed funding for research
- Advised undergraduate and graduate students on research projects
- **Interim Director, Human Computer Interaction Lab, 2014 – 2015** – directed an interdisciplinary lab of more than 50 faculty, staff, and students from 8 colleges and 2 institutes

- Collaborated in interdisciplinary, intergenerational research to design technology for children
- Worked on projects focused on designing and developing technology for preschool and elementary school-age children
- Co-designed many types of technology, including physical, tangible, screen-based, mobile, and online technologies, including technology to support literacy and content learning
- Co-designed and co-implemented qualitative and quantitative studies of technology and process; methods included pre- and post-test experimental studies, case studies, and grounded theory
- Project managed a study evaluating the impact of an educational product; duties included recruiting, hiring and training team members, working with school sites to gain access and schedule, implementing treatment, spearheading pre- and post-test implementation, contributing to experimental design
- Contributed to ongoing design methodology evolution
- Worked with partners including Microsoft, Fisher Price, Sesame Workshop, and Discovery

## **EARLY CHILDHOOD PROFESSIONAL EXPERIENCE**

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***Classroom Teacher – Kindergarten and Primary*** Sept 1998 – June 2002  
**Hillcrest Elementary School – Baltimore County Public Schools** Catonsville, Maryland

- Taught in kindergarten, third grade, and multi-age primary classrooms
- Worked with special needs students with Individualized Education Programs (IEPs), including students with hearing impairments and developmental disabilities, in regular classrooms
- Collaborated with special educators, speech pathologists, and guidance counselors in order to provide quality instruction to all students
- Functioned as kindergarten team Instructional Facilitator, responsible for ensuring up-to-date and high-level teaching practices across the grade level
- Designed and implemented a reading instructional program for a multi-age primary level group of struggling readers
- Analyzed school-wide data for milestone assessments of all students in school in order to ensure adequate progress on school-wide goals
- Represented faculty on school-wide Participatory Decision Making Team
- Mentored, advised, and evaluated student teachers and college level participants

***Classroom Teacher – Second Grade*** Sept 1996 – May 1998  
**Feddersburg Elementary School – Caroline County Public Schools** Feddersburg, Maryland

- Taught in a heterogeneous second grade classroom
- Pioneered the use of Developmentally Appropriate Practices at the school
- Co-wrote and co-presented a Social Studies unit for ongoing county-wide use

***Aquatic Senior Management Assistant/Swim Instructor*** Summers, 1995 – 1996  
**South Hills YMCA** Bethel Park, Pennsylvania

- Assisted in the management of a summer learn to swim program, including hiring instructors, scheduling workers, and interacting with parents and caregivers
- Planned and implemented individual and small group swim instruction for students ages 6 months to 35 years at many skill levels

***Assistant Group Supervisor - Nursery*** May – August 1994  
**ABC's for Children** Pittsburgh, Pennsylvania

- Provided for the daily care and education of infants and toddlers ages 6 weeks to 18 months

## UNIVERSITY TEACHING EXPERIENCE

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### *Adjunct Faculty*

August 2010 – December 2010

#### **Department of Education – Mount Saint Mary's University**

Emmitsburg, Maryland

- Planned and implemented undergraduate course: Education of Children with Exceptionalities
- Courses included topics such legal issues in special education, collaborating with families in special education, characteristics of specific disabilities, and education of children with disabilities in inclusive settings

### *Teaching Assistant*

Sept 2004 – May 2005

#### **Human Development Department – University of Maryland**

College Park, Maryland

- Worked as a teaching assistant for two courses: EDHD 210, Foundations of Early Childhood Education; EDHD 424, Culture and Community Perspectives: The Diverse World of the Child
- Courses included topics such early childhood classroom organization, child development, and ecological systems including family and community influences on children
- Created and delivered lectures, developed and led small group activities, assumed responsibility for grading certain assignments, worked individually with students requiring assistance

### *Guest Lecturer*

Sept 2003 – Dec 2004

#### **Special Education Department – University of Maryland**

College Park, Maryland

- Lectured in EDSP 422: Curriculum and Instruction: Early Childhood Special Education
- Discussed topics such as inclusion and transition in early childhood education; and how special educators and classroom teachers work together through these issues

## MEMBERSHIPS AND AWARDS

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- Part of an Emmy-winning design team for the Nickelodeon App (2013)
- Co-authored one of the top 5 most downloaded articles from International Journal of Child-Computer Interaction (2013)
- Co-presented highest-rated course, ACM Conference on Human Factors in Computing Systems (CHI 2008)
- Research assistantship for PhD studies (2002 – 2010)
- Member of Phi Kappa Phi (inducted 1995)
- Member of Kappa Delta Pi (inducted 1995)
- Graduated undergraduate program Summa Cum Laude (1996)
- Lock Haven University Presidential Scholarship for all undergraduate studies (1992 – 1996)
- Lock Haven University Honors Program (1992 – 1995)
- Achieved Dean's List all undergraduate semesters (1992 – 1996)

### 2017

Fails, J.A. & **Guha, M.L.** (2017). Kids and design. In K. Norman and J. Kirakowski (Eds.), *Handbook for Human-Computer Interaction*, Wiley, pp. 171 - 189.

**Guha, M.L.**, McNally, B., & Fails, J. (2017). Design Partners in schools: Encouraging design thinking through Cooperative Inquiry. S. Goldman and Z. Kabayadondo (eds.), *Taking Design to Schools: How the technology of classroom design can transform teachers, learners, and classrooms*. Routledge, New York, pp. 53 – 66.

McNally, B. & **Guha, M.L.** (2017). Establishing content expertise in intergenerational co-design teams. In B. DiSavlo, C. DiSavlo, J. Yip, and E. Bonsignore (eds.), *Participatory Design for Learning*, Taylor & Francis, pp. 202-210.

McNally, B., Mauriello, M., **Guha, M.L.** & Druin, A. (2017). Gains from Participatory Design Team Membership as Perceived by Child Alumni and their Parents. *SIGCHI Conference on Human Factors in Computing Systems*, Denver, CO, pp. 5731-5741.

### 2016

McNally, B., Mauriello, M., **Guha, M.L.** & Druin, A. (2016). Children's Perspectives on Ethical Issues Surrounding Their Past Involvement on a Participatory Design. *SIGCHI Conference on Human Factors in Computing Systems*, San Jose, CA, pp. 3595-3606.

### 2014

Druin, A., Foss, E., & **Guha, M.L.** (2014). Wear nice socks: Guidance for researchers conducting in-home research with children. In T. Judge & C. Neustaedter, C. (Eds.), *Studying and Designing Technology for Domestic Life: Lessons from Home* (pp. 55-74) Amsterdam: Morgan Kauffman.

Fails, J.A., Druin, A., & **Guha, M.L.** (2014). Interactive storytelling: Interacting with people, the environment, and technology. *International Journal of Arts and Technology*. 7(1), 112-124.

**Guha, M.L.**, Druin, A., and Fails, J.A. (2014) Cooperative Inquiry revisited: Reflections of the past and guidelines for the future of intergenerational co-design. *International Journal of Child-Computer Interaction*. (Reprint from *International Journal of Child-Computer Interaction*) In J. W. Willis & C. Edwards (Eds.). *Action Research: Models, Methods, and Examples*, Charlotte, NC: Information Age Publishing.

McNally, B., **Guha, M.L.**, Norooz, L., Rhodes, E., & Findlater, L. (2014). Incorporating peephole interactions into children's second language learning activities on mobile devices. *Proceedings of the 2014 Conference on Interaction Design and Children*, Aarhus, Denmark, 115-124. Paper presented by B. McNally

### 2013

Fails, J.A., Druin, A., & **Guha, M.L.** (2013). Methods and techniques for involving children in the design of new technology for children. *Foundations and Trends in Human-Computer Interaction*, 6(2). doi: 10.1561/1100000018

Foss, E., **Guha, M.L.** Druin, A. (2013). Recruiting and retaining young participants: Strategies from five years of field research. *Proceedings of the 12<sup>th</sup> International Conference on Interaction Design and Children*, New York City, NY, 313-316.

Foss, E., **Guha, M.L.**, Papadatos, P., Clegg, T., Yip, J., & Walsh, G. (2013). Cooperative Inquiry extended: Creating technology with middle school students with learning differences. *Journal of Special Education Technology*, 28(3), 33-46.

**Guha, M.L.**, Druin, A., & Fails, J.A., (2013). Cooperative Inquiry revisited: Reflections of the past and guidelines for the future of intergenerational co-design. *International Journal of Child-Computer Interaction*, 1(1), 14-23. doi: 10.1016/j.ijcci.2012.08.003 (**One of five most cited articles from this journal 2014, 2015, and up to June 2016**).

Yip, J., Bonsignore, Druin, A., Foss, E., Golub, E., **Guha, M.L.**, McNally, B. Norooz, L., Papadatos, P., & Rhodes, E. (2013). Children initiating and leading Cooperative Inquiry design sessions. *Proceedings of the 12<sup>th</sup> International Conference on Interaction Design and Children*, New York City, NY, 293-296.

## **2012**

Fails, J.A., Druin, A., & **Guha, M.L.** (2012). Mobile stories: The evolution of a mobile, collaborative story reading and creation tool for children. *International Journal of Arts and Technology*, 5(2/3/4) 244-270.

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 tool for online, asynchronous distributed child and adult design partners. *Proceedings of the 11<sup>th</sup> International Conference on Interaction Design and Children*, Bremen, Germany, 11-19. Paper presented by G. Walsh.

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* (pp. 103-110). Mahwah, NJ: Erlbaum. Paper presented by J.C. Yip.

## **2011**

Chipman, G., Fails J. A., Druin, A., & **Guha, M.L.** (2011). Paper vs. Tablet Computers: A Comparative Study Using Tangible Flags. *Proceedings of the 10<sup>th</sup> International Conference on Interaction Design and Children*, Ann Arbor, Michigan, 29-36. Paper presented by J. A. Fails.

Fails, J.A., Druin, A., & **Guha, M.L.** (2011). Content Splitting and Space Sharing: Collaboratively Reading and Sharing Children's Stories on Mobile Devices. *Proceedings of the 13<sup>th</sup> International Conference on Human Computer Interaction with Mobile Devices and Services*, Stockholm, Sweden, 361-370. Paper presented by J.A. Fails.

**Guha, M.L.**, Druin, A., & Fails J.A. (2011). How Children Can Design the Future. In J. Jacko (Ed.). *Human-Computer Interaction, Part IV, HCII 2011, LNCS 6764*, (pp. 559-569) Orlando, Florida: Springer, Heidelberg. Paper presented by **M.L. Guha**.

## **2010**

Fails, J.A., Druin, A., & **Guha, M.L.** (2010). Mobile collaboration: Collaboratively reading and creating children's stories on mobile devices. *Proceedings of the 11<sup>th</sup> International Conference on Interaction Design and Children*, Barcelona, Spain, 20-29. Paper presented by J.A. Fails, 20 - 29.

Fisch, S.M., Hsueh, Y., Zhou, Z., Xu, C.J., Hamed, M., Khader, Z., Langsten, R., Noriega, G.M., Cespedes, A.H., Druin, A., & **Guha, M.L.** (2010). Crossing borders: Learning from educational media in four countries. *Television*, 23(1), 42-45.

**Guha, M.L.**, Druin, A., & Fails, J. (2010). Investigating the impact of design processes on Children. *Proceedings of the 11<sup>th</sup> International Conference on Interaction Design and Children*, Barcelona, Spain, 198-201. Short paper presented as poster by **M.L. Guha**.

Walsh, G., Druin, A., **Guha, M.L.**, Golub, E., Hatley, L., Bonsignore, E., Franckel, S. (2010). Layered Elaboration: A new technique for co-design with children. *Proceedings of the SIGCHI Conferences on Human Factors in Computing Systems*, Atlanta, Georgia, 1237-1240. Paper presented by G. Walsh.

## 2009

Druin, A., Foss, E., Hatley, L., Golub, E., **Guha, M.L.**, Fails, J., Hutchinson, H. (2009). How children search the internet with keyword Interfaces. *Proceedings of the 8<sup>th</sup> International Conference on Interaction Design and Children*, Como, Italy, 89-96. Paper presented by E. Foss.

## 2007

**Guha, M.L.**, Druin, A., Montemayor, J., Chipman, G., & Farber, A. (2007). A theoretical model of children's storytelling using physically-oriented technologies (SPOT). *Journal of Educational Multimedia and Hypermedia*, 16(4), 389-410.

## 2006

Chipman, G., Druin, A., Beer, D. Fails, J.A., **Guha, M.L.**, & Simms, S. (2006). A case study of Tangible Flags: a collaborative technology to enhance field trips. *Proceedings of the 2006 Conference on Interaction Design and Children*, Tampere, Finland, 1-8. Paper presented by G. Chipman.

## 2005

Fails, J.A., Druin, A., **Guha, M.L.**, Chipman, G., Simms, S., & Churaman, W. (2005). Child's play: a comparison of desktop and physical interactive environments. *Proceedings of the 2005 Conference on Interaction Design and Children*, Boulder, Colorado, 48-55. Paper presented by J. A. Fails.

**Guha, M.L.**, Druin, A., Chipman, G., Fails, J.A., Simms, S., & Farber, A. (January 2005). Working with young children as design partners. *Communications of the ACM*, 48(1), 39-42.

## 2004

**Guha, M.L.**, Druin, A., Chipman, G., Fails, J.A., Simms, S., & Farber A. (2004). Mixing ideas: a new technique for working with young children as design partners. *Proceedings of the 2004 Conference on Interaction Design and Children: Building a Community*, College Park, Maryland, 35-42. Paper presented by **M.L. Guha**.

Montemayor, J., Druin, A. Chipman, G., Farber, A., & **Guha, M. L.** (2004). Tools for children to create physical interactive StoryRooms. *Computers in Entertainment: Educating Children through Entertainment Part II*, 2(1), 1-24

## 2003

Druin, A., Bederson, B.B., Weeks, A., Farber, A., Grosjean, J., **Guha, M.L.**, Hourcade, J.P., Lee, J., Reuter, K., Rose, A., Takayama, Y., & Zhang, L. (May 2003). The International Children's Digital Library: Description and analysis of first use. *First Monday*, 8(5).

### 2015

Kazemitabaar, M., Norooz, L., **Guha, M.L.**, & Froehlich, J. (2015, June). MakerShoe: Toward a wearable e-textile construction kit to support creativity, playful making, and self-expression. *Proceedings of the 11<sup>th</sup> International Conference on Interaction Design and Children*, Boston, Massachusetts, 449-452. Demo presented by M. Kazemitabaar.

### 2014

Bonsignore, E., Ahn, J., Koepfler, J., Kraus, K., & **Guha, M.L.** (2014, April). Exploring teen co-design in alternate reality games for learning. In *Understanding Teen UX: Building a Bridge to the Future, SIGCHI Conference on Human Factors in Computing Systems*, Toronto, Canada. Workshop paper presented by E. Bonsignore.

Druin, A., Fails, J. A., & **Guha, M.L.** (2014, April). Including children in technology design processes: Techniques and practices. *SIGCHI Conference on Human Factors in Computing Systems*, Toronto, Ontario, Canada. Course presented by A. Druin, J.A. Fails, & **M.L. Guha**.

Fails, J. A., & **Guha, M. L.** (2014, March). Working with children as design partners: Ethical considerations. In *Co-Creating and Identity Making in CSCW: Revisiting Ethics in Design Research, 17<sup>th</sup> ACM Conference on Computer Supported Cooperative Work & Social Computing*, Baltimore, Maryland. Workshop paper presented by **M.L. Guha**.

### 2013

Bonsignore, E., Ahn, J., Clegg, T., **Guha, M.L.**, Yip, J. & Druin A. (2013, June). Embedding participatory design into designs for learning: An untapped interdisciplinary resource? *Tenth International Conference on Computer Supported Collaborative Learning*, Madison, Wisconsin. Panel presentation including **M.L. Guha**.

Bonsignore, E., **Guha, M.L.**, & Gelderblom, H. (2013, April). When contexts collide: Motherhood and design research with children. In *Motherhood and HCI Workshop, SIGCHI Conference on Human Factors in Computing Systems*, Paris, France. Workshop paper presented by E. Bonsignore and **M.L. Guha**.

Bonsignore, E., Yip, J., Ahn, J., Clegg, T., & **Guha, M.L.** (2013, June). 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, Tenth International Conference on Computer Supported Collaborative Learning*, Madison, Wisconsin. Workshop paper presented by E. Bonsignore, J. Yip, J. Ahn, & T. Clegg.

Druin, A., Fails, J. A., **Guha, M.L.**, & Walsh, G. (2013, April). Designing with and for children in the 21st century: Techniques and practices. *SIGCHI Conference on Human Factors in Computing Systems*, Paris, France. Course presented by A. Druin, J.A. Fails, **M.L. Guha**, & G. Walsh.

Yip, J., Bonsignore, E., Ahn, J., Clegg, T., & **Guha, M.L.** (2013, June). Building ScienceKit through Cooperative Inquiry. In *Human-Computer Interaction and the Learning Sciences Workshop, Tenth International Conference on Computer Supported Collaborative Learning*, Madison, Wisconsin. Workshop paper presented by J. Yip, E. Bonsignore, J. Ahn & T. Clegg.

### 2012

Druin, A., **Guha, M.L.**, & Fails, J. A. (2012, May). Designing with and for children in the 21st century: Techniques and practices. *SIGCHI Conference on Human Factors in Computing Systems*, Austin, Texas. Course presented by A. Druin, **M.L. Guha**, & J.A. Fails.

Fails, J. A. **Guha, M.L.**, & Horn, M. (2012, May). Technology for Today's Family. *SIGCHI Conference on Human Factors in Computing Systems*, Austin, Texas. Workshop organized and presented by J.A. Fails., **M.L. Guha**, & M. Horn.

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, *American Educational Research Association Annual Meeting*, Vancouver, BC. Paper presented by J. Yip

Yip, J.C., Foss, E., & **Guha, M.L.** (2012, October). Co-designing with adolescents. In Designing Interactive Technology for Teens Workshop, *NordiCHI: Making Sense through Design*, Copenhagen, Denmark. Workshop paper presented by J.C. Yip.

## **2011**

Druin, A., **Guha, M.L.**, & Fails, J. A. (2011, May). New Methods for Designing for and with the iChild: Strategies for Today's Mobile, Social, and Internet Technologies. *SIGCHI Conference on Human Factors in Computing Systems*, Vancouver, British Columbia, Canada. Course presented by A. Druin, **M.L. Guha**, & J.A. Fails.

Druin, A., **Guha, M.L.**, Fails, J. A., Clegg, T., Walsh, G., & Foss, E. (2011, May). New Methods for Designing for and with the iChild. *HCIL 28<sup>th</sup> Annual Symposium and Open House*, College Park, Maryland. Tutorial presented by A. Druin, **M.L. Guha**, J.A. Fails, T. Clegg, G. Walsh, & E. Foss.

Walsh, G., Druin, A., Foss, E., Golub, E., **Guha, M.L.**, Hatley, L., Bonsignore, B. (May 2011). Energy house. *SIGCHI Conference on Human Factors in Computing Systems*, Vancouver, British Columbia, Canada. Video showcase presented by G. Walsh.

Walsh, G., Druin, A., **Guha, M.L.**, Foss, E., Golub, E., Hatley, L., Bonsignore, B., Franckel, S. (2011, May). *SIGCHI Conference on Human Factors in Computing Systems*, Vancouver, British Columbia, Canada. Video showcase presented by G. Walsh.

## **2010**

Druin, A., **Guha, M. L.**, & Fails, J. A. (2010, April). New Methods for designing for and with the iChild: Strategies for Today's Mobile, Social, and Internet Technologies. *SIGCHI Conference on Human Factors in Computing Systems*, Atlanta, Georgia. Course presented by A. Druin, **M.L. Guha**, & J.A. Fails.

Druin, A., **Guha, M.L.**, Golub, E., & Walsh, G. (2010, May). New methods for designing for and with the iChild. *HCIL 27<sup>th</sup> Annual Symposium and Open House*, College Park, Maryland. Tutorial presented by A. Druin, **M.L. Guha**, E. Golub, & G. Walsh.

Fails, J. A., Druin, A., & **Guha, M.L.**, (2010, June). Interactive storytelling: Interacting with people, environment, and technology. In Interactive Storytelling for Children Workshop, *11<sup>th</sup> International Conference on Interaction Design and Children*, Barcelona Spain. Workshop paper presented by J. A. Fails.

Fisch, S.M., Hsueh, Y., Zhou, Z., Xu, C. J., Hamed, M., Khadr, Z., Noriega, G. M., Cespedes, A. H., Druin, A., & **Guha, M.L.** (2010, May). Learning diversity: Children's learning from media in four countries. Invited address presented at *Prix Jeunesse*, Munich, Germany. Address given by S.M. Fisch.

Read, J. (organizer); Fitton, D. (moderator), Baldassarri, S., **Guha, M.L.**, Marshall, P. & Mazzone, E. (panelists). (2010, June). A Manifesto for Interaction Design and Children. *11<sup>th</sup> International Conference on Interaction Design and Children*, Barcelona, Spain. Panel Presentation including **M.L. Guha**.

## 2009

Druin, A., **Guha, M. L.**, & Fails, J.A. (2009, April). Giving children a voice in the design of technology: Methods and strategies. *SIGCHI Conference on Human Factors in Computing Systems*, Boston, Massachusetts. Course presented by A. Druin, **M.L. Guha**, & J.A. Fails.

Fails, J.A., Druin, A., & **Guha, M.L.** (April 2009). Collocated mobile collaboration. *SIGCHI Conference on Human Factors in Computing Systems*, Boston, Massachusetts. Video showcase presented by J.A. Fails.

Fails, J.A., Druin, A., & **Guha, M.L.** (April 2009). Designing mobile interfaces and interactions for children using Cooperative Inquiry. In *Mobile User Experience Research: Challenges, Methods & Tools*, *SIGCHI Conference on Human Factors in Computing Systems*, Boston, Massachusetts. Workshop paper presented by J. A. Fails.

Fisch, S.M., Hsueh, Y., Zhou, Z., Xu, C.J., Hamed, M., Khadr, Z., Noriega, G.M., Cespedes, A.H., Druin, A., & **Guha, M. L.** (2009). Crossing borders: How does children's learning from educational media compare across countries and cultures?, Fordham University, New York, NY. Invited address presented by S.M. Fisch.

Fisch, S.M., Hsueh, Y., Zhou, Z., Xu, C.J., Hamed, M., Khadr, Z., Noriega, G.M., Cespedes, A.H., Druin, A., & **Guha, M.L.** (2009). Can children learn global citizenship from educational media?: An international assessment. In *Studying Preschool Audiences: Methodological Innovations and Practical Implications*, *Annual meeting of the International Communication Association*, Chicago, IL. Symposium paper presented by S. M. Fisch.

## 2008

Druin, A., **Guha, M.L.**, & Fails, J.A. (2008, April). Giving children a voice in the design of new technology: What's new and old but still works. *SIGCHI Conference on Human Factors in Computing Systems*, Florence, Italy. Course presented by A. Druin, **M.L. Guha**, & J.A. Fails.

**Guha, M. L.**, Druin, A., Fails, J.A. (2008, June). Designing with and for children with special needs: An inclusionary model. In *Designing for Children with Special Needs*, 7<sup>th</sup> *International Conference on Interaction Design and Children*, Chicago, Illinois, 61-64. Workshop paper presented by **M.L. Guha**.

## 2007

Fails, J.A., Druin, A., **Guha, M.L.**, Golub, E., Chipman, G., Desai, S., Owolabi, B. (2007, May). Children's storytelling with mobile phones. *HCIL 24<sup>th</sup> Annual Symposium and Open House*, College Park, Maryland. Poster presented by J.A. Fails.

## 2006

Chipman, G., Druin, A., Fails, J.A., & **Guha, M.L.** (2006, June). Tangible Flags: Tools for children to add digital information to the real world environment. *HCIL 23<sup>rd</sup> Annual Symposium and Open House*, College Park, Maryland. Poster presented by G. Chipman.

## 2003

Druin, A., Farber, A., & **Guha, M.L.** (July 2003). Methods for partnering with children to develop new technologies. *Conference on Interaction Design and Children*, Preston, England. Tutorial given by A. Druin, A. Farber, & **M.L. Guha**

**Guha, M.L.**, & Druin, A. (2003, October). The role of children in the development of new technology. *International Symposium on New Technologies for Children's Play*, Odense, Denmark. Presentation by **M.L. Guha**.

**Guha, M.L.**, Druin, A., Chipman, G., Farber, A. (2003, May). StoryRooms that help children learn about environmental hazards. *HCIL 20<sup>th</sup> Annual Symposium and Open House*. Presentation by **M.L. Guha**.

## CONFERENCE, REVIEW, AND ORGANIZATIONAL ACTIVITIES

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- Committee Member, International Conference on Interaction Design and Children (IDC) (2019)
- Proposal reviewer for National Association for the Education of Young Children (NAEYC) Annual Conference (2018)
- Co-editor of Special Issue of the International Journal of Child-Computer Interaction on Seymour Papert (2017)
- Workshop co-chair, International Conference on Interaction Design and Children (IDC) (2015)
- Member of Editorial Board for International Journal of Child-Computer Interaction (IJCCI) (2014 - 2015)
- Associate Papers Chair for SIGCHI Conference on Human Factors in Computing Systems Conference (CHI) (2014)
- Associate Papers Chair for IDC (2014)
- Paper Reviewer for The International Journal of Creativity and Problem Solving (2014)
- Paper Reviewer for The Autism Journal and Instructional Science (2013)
- Works in Progress Program Committee Member, CHI (2010, 2013)
- Program Committee Member, IDC (2010 – 2013)
- Program Committee Member, South African Institute for Computer Scientists and Information Technologists (SAICSIT) Conference (2012 - 2013)
- Reviewed papers for Journal of American Society for Information Science and Technology (JASIST) (2012)
- Paper reviewer for Designing Interactive Systems (DIS) (2012)
- Paper reviewer for the journals Interacting with Computers (IWC), Journal of Applied Developmental Research (JADP), and Behaviour and Information Technology (BIT) (2011, 2012)
- Paper reviewer for Transactions in Human Computer Interaction (TOCHI) (2011)
- Paper reviewer for Tangible Embedded Interfaces (TEI) Conference (2011)
- Paper reviewer for CHI (2008-2012, 2016 - 2018)
- Paper reviewer for *Children, Youth, and Environments* (2008)
- Paper reviewer for Computer Supported Cooperative Work Conference (CSCW) (2008)
- Sponsor coordinator for University of Maryland Human-Computer Interaction Lab (HCIL) Symposium and Open House (2008- 2009, 2011)
- Paper reviewer for IDC (2004, 2006, 2008, 2018)
- Tutorials and Workshops Co-Chair for IDC (2004)
- Assisted in launch of the International Children’s Digital Library (ICDL) at the Library of Congress (2002)

## STUDENTS MENTORED

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- Leyla Norooz (2013 – present), Ph.D. Student in Human computer Interaction
- Brenna McNally (2012 – 2018), Master of Science and Ph.D. Student in Human Computer Interaction
- Karen Rust (2013 – 2014), Master of Science Student in Human Computer Interaction
- Bie Mei (2013 – 2014), Visiting Scholar from China
- Kristen Klotz, Hillary Pierce, Jeff Robinson, Corrine Tomaszweski (2013 – 2014), Honors in Undergraduate Education Program
- Varaad Kandadai (2013), Master of Science Student in Information Studies
- Luca Colombo (2012 – 2013), Ph.D. Student, University of Switzerland
- Pano Papadaotos (2012 - 2013), Master of Science Student in Human Computer Interaction
- Caitlyn Nichols (2012), Mt. Hebron High School Gifted and Talented Program

## DOCTORAL COMMITTEES

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- Leyla Norooz, University of Maryland, “Wearable Technologies and Learning Experiences: An Approach to Helping Children Understand Abstract STEM Information
- Brenna McNally (2018), University of Maryland, “Participant Perspectives on their Membership in an Intergenerational Participatory Design Team”

- Jes Kendal (2018), University of Maryland, School of Music, “The effects of with-text and without-text song presentation styles on preschoolers’ singing voice use and pitch accuracy.”
- Jessica Korte (2017), Griffith University, “Young deaf design: A method for designing with young deaf children.”