

Kurt Luther

Curriculum Vitae

School of Interactive Computing & GVU Center
Georgia Institute of Technology
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Research Interests

Social computing, computer supported cooperative work (CSCW), human-computer interaction (HCI).

Education

Georgia Institute of Technology, Atlanta, Ga.

Ph.D. Candidate (August 2006 – Present)

- Program: Human-Centered Computing
- Specialization: Social Computing
- Doctoral Minor: Creativity & Cognition
- Dissertation: *Supporting and Transforming Leadership in Online Creative Collaboration*
- Committee: Dr. Amy Bruckman (advisor), Dr. Ellen Yi-Luen Do, Dr. Rebecca Grinter, Dr. Scott Counts (external), Dr. Wendy Kellogg (external)

Purdue University, West Lafayette, Ind.

Bachelor of Science (August 2002 – May 2006)

- Major: Computer Graphics Technology
- Double Minor: (1) Art & Design, (2) Computer & Information Technology
- Graduated with departmental honors and highest distinction

Industry Internships

YouTube, San Bruno, Calif.

User Experience Research Intern (May – August 2010)

- Worked with Sasha Lubomirsky and the YouTube User Experience team
- Led a research project focusing on improving the user experience of YouTube embedded videos
- Used a mixed-methods study approach, integrating data from logs, interviews, observations, and surveys
- Communicated study results and design recommendations to YouTube/Google employees via written reports and presentations, including a Tech Talk advertised and broadcasted to all company offices

Newgrounds.com, Glenside, Pa.

Web Development Intern (May – August 2009)

- Designed and developed web-based tools to help animators collaborate over the Internet on Flash movies and games

Microsoft Research, Redmond, Wash.

Research Intern (May – August 2008)

- Worked with Dr. Scott Counts in the Social Computing Group and VIBE (Visualization and Interaction for Business and Entertainment) Group
- Designed, developed, and evaluated a novel wiki-based discussion tool to help citizen scientists collaboratively analyze data

IBM Research, Hawthorne, N.Y.

Research Intern (May – August 2007)

- Worked with Dr. Jason Ellis and Dr. Wendy Kellogg in the Social Computing Group
- Designed and developed 2 multiplayer online games in the 3D virtual world *Second Life*
- Helped plan, organize, and document an in-world exploratory study evaluating the team building effects of the games

FanFilms.com

Senior Content Editor (May 2005 – January 2007)

Content Editor (April 2001 – May 2005)

- Supervised 2 staff members, wrote news updates and editorials, and selected new content for online host of 100 live-action and animated films
- Managed and moderated discussion forums with 200,000 registered users and 20 million posts

Academic Research Experience

GVU Center, Georgia Institute of Technology, Atlanta, Ga.

Graduate Research Assistant (August 2006 – Present)

Lab Manager (August 2007 – Present)

- Working with Dr. Amy Bruckman in the ELC (Electronic Learning Communities) Lab
- Team lead for Pipeline, a web-based tool for supporting and transforming leadership in online, collaborative animation production
- Team lead for ProveIt, a plug-in for Wikipedia to help editors add and edit references to source materials
- As lab manager, maintaining 11 research computers (including 3 web servers) and related equipment

Envision Center for Data Perceptualization, Purdue University, West Lafayette, Ind.

Undergraduate Research Assistant (May 2005 – March 2006)

- Worked with John “Jack” Moreland and Prof. Carlos Morales
- Team co-lead and visual effects artist for 3D nanotechnology animations aired on PBS (February 2006) and displayed at the “Nano in Your Neighborhood” exhibit at the Indiana State Museum (Spring 2006)
- Developed real-time 3D model cycling application for Virtual Campus project using C++, VR Juggler and OpenSceneGraph toolkits

Department of Computer Graphics Technology, Purdue University, West Lafayette, Ind.

Web Development Intern (April – October 2005, June – July 2006)

- Worked with Prof. Ron Glotzbach and Prof. Kellen Maicher
- Designed and built the CGT Showcase, a web-based marketing tool linked from the department’s home page highlighting current student and faculty research projects
- Built 2 Ajax-driven web applications (Image Manager and Office Space Manager) and implemented data encryption for the website of a major Midwest hospital complex, St. Mary’s Medical Center

Academic Teaching Experience

Georgia Institute of Technology, Atlanta, Ga.

Graduate Teaching Assistant (Spring 2009)

- Assisted course instructor, Dr. Amy Bruckman, with CS 6470: The Design of Online Communities, a graduate-level computer science course with 22 students enrolled
- Maintained course website and created or updated course materials as needed
- Graded all homework assignments, projects, and final exams

Research Grants

“Pilot: Supporting and Transforming Leadership in Online Creative Collaboration”

Grant Proposal Co-writer

- Co-written with Dr. Amy Bruckman (PI)
- Grant proposal received all “excellent” ratings with an overall panel rating of “synergistic/transformative”
- Grant funded by National Science Foundation CreativeIT Program, Award #0855952
- Amount: \$460,548.00

Publications

Conference Papers (Peer-Reviewed):

- [C.8] K. Luther, K. Caine, K. Ziegler and A. Bruckman. (2010). “Why It Works (When It Works): Success Factors in Online Creative Collaboration.” To appear in *GROUP '10: Proceedings of the ACM Conference on Supporting Group Work*.
36% acceptance rate
- [C.7] B. Magerko, W. Manzoul, M. Riedl, A. Baumer, D. Fuller, K. Luther and C. Pearce. (2009). “An Empirical Study of Cognition and Theatrical Improvisation.” In *C&C '09: Proceedings of the 7th ACM Conference on Creativity and Cognition*, pp. 117–126, New York: ACM Press. doi: 10.1145/1640233.1640253
24% acceptance rate
- [C.6] K. Luther, S. Counts, K.B. Stecher, A. Hoff and P. Johns. (2009). “Pathfinder: An Online Collaboration Environment for Citizen Scientists.” In *CHI '09: Proceedings of the 27th International Conference on Human Factors in Computing Systems*, pp. 239–248, New York: ACM Press. doi: 10.1145/1518701.1518741
25% acceptance rate
- [C.5] K. Luther and A. Bruckman. (2008). “Leadership in Online Creative Collaboration.” In *CSCW '08: Proceedings of the 2008 ACM Conference on Computer Supported Cooperative Work*, pp. 343–352, New York: ACM Press. doi: 10.1145/1460563.1460619
23% acceptance rate
- [C.4] J.B. Ellis, K. Luther, K. Bessiere and W.A. Kellogg. (2008). “Games for Virtual Team Building.” In *DIS '08: Proceedings of the 7th ACM Conference on Designing Interactive Systems*, pp. 295–304, New York: ACM Press. doi: 10.1145/1394445.1394477
34% acceptance rate
- [C.3] Y. Kang, J. Stasko, K. Luther, A. Ravi and Y. Xu. (2008). “RevisiTour: Enriching the Tourism Experience with User-Generated Content.” In *ENTER '08: Proceedings of the 2008 International Conference on Information and Communication Technologies in Tourism*, pp. 59–69, Vienna: Springer. doi: 10.1007/978-3-211-77280-5_6

- [C.2] N. Diakopoulos, K. Luther and I. Essa. (2008). “Audio Puzzler: Piecing Together Time-Stamped Speech Transcripts with a Puzzle Game.” In *MM '08: Proceedings of the 16th ACM International Conference on Multimedia*, pp. 865–868, New York: ACM Press. doi: 10.1145/1459359.1459507
18% acceptance rate
- [C.1] N. Diakopoulos, K. Luther, Y.“E.” Medynskiy and I. Essa. (2007). “The Evolution of Authorship in a Remix Society.” In *Hypertext '07: Proceedings of the 18th Conference on Hypertext and Hypermedia*, pp. 133–136, New York: ACM Press. doi: 10.1145/1286240.1286272
34% acceptance rate

Doctoral Consortia (Peer-Reviewed):

- [D.2] K. Luther. (2010). “Supporting and Transforming Leadership in Online Creative Collaboration.” In *CHI EA '10: Proceedings of the 28th International Conference Extended Abstracts on Human Factors in Computing Systems*, pp. 2931–2934, New York: ACM Press. doi: 10.1145/1753846.1753888
26% acceptance rate
- [D.1] K. Luther. (2009). “Supporting and Transforming Leadership in Online Creative Collaboration.” In *GROUP '09: Proceedings of the ACM 2009 International Conference on Supporting Group Work*, pp. 383–384, New York: ACM. doi: 10.1145/1531674.1531735

Extended Abstracts, Videos, Posters, & Demonstrations (Peer-Reviewed):

- [c.4] K. Luther, N. Diakopoulos and A. Bruckman. (2010). “Edits & Credits: Exploring Integration and Attribution in Online Creative Collaboration.” In *CHI EA '10 (alt.chi): Proceedings of the 28th International Conference Extended Abstracts on Human Factors in Computing Systems*, pp. 2823–2832, New York: ACM Press. doi: 10.1145/1753846.1753869
Invited Submission
- [c.3] M. Bernstein, P. André, K. Luther, E.T. Solovey, E.S. Poole, S.A. Paul, S.K. Kane and J. Grudin. (2009). “CHIstory.” In *CHI EA '09: Proceedings of the 27th International Conference Extended Abstracts on Human Factors in Computing Systems*, pp. 3493–3494, New York: ACM Press. doi: 10.1145/1520340.1520508
Golden Mouse Award for Most Entertaining Video
- [c.2] K. Luther, K. Ziegler, K.E. Caine and A. Bruckman. (2009). “Predicting Successful Completion of Online Collaborative Animation Projects.” In *C&C '09: Proceedings of the 7th ACM Conference on Creativity and Cognition*, pp. 391–392, New York: ACM Press. doi: 10.1145/1640233.1640316
- [c.1] K. Luther, M. Flaschen, A. Forte, C. Jordan and A. Bruckman. (2009). “Provelt: A New Tool for Supporting Citation in MediaWiki.” In *WikiSym '09: Proceedings of the 5th International Symposium on Wikis and Open Collaboration*, no. 43, New York: ACM Press. doi: 10.1145/1641309.1641368

Workshop & Position Papers (Lightly Peer-Reviewed):

- [W.5] P. André, m.c. schraefel, A. Dix, R.W. White, M. Bernstein and K. Luther. (2010). “Designing for Schadenfreude (or, how to express well-being and see if you're boring people).” Presented at the *CHI '10 Workshop on Microblogging: What and How Can We Learn From It?*.

- [W.4] K. Luther and A. Bruckman. (2010). "Flash Collabs: Collaborative Innovation Networks in Online Communities of Animators." In *COINs '09: Proceedings of the 1st Collaborative Innovation Networks Conference*, pp. 6571-6581, Elsevier. doi: 10.1016/j.sbspro.2010.04.067
- [W.3] S. Yardi, K. Luther, N. Diakopoulos and A. Bruckman. (2008). "Opening the Black Box: Four Views of Transparency in Remix Culture." Presented at the *CSCW '08 Workshop on Tinkering, Tailoring, & Mashing: The Social and Collaborative Practices of the Read-Write Web*.
- [W.2] J.B. Ellis, K. Luther, K. Bessiere and W.A. Kellogg. (2008). "Games for Virtual Team Building." Presented at the *CSCW '08 Workshop on Supporting Distributed Team Work*.
- [W.1] K. Luther and N. Diakopoulos. (2007). "Distributed Creativity." Presented at the *C&C '07 Workshop on Supporting Creative Acts Beyond Dissemination*.

Technical Report:

- [T.1] N. Diakopoulos, K. Luther, Y. "E." Medynskiy and I. Essa. (2007). *Remixing Authorship: Reconfiguring the Author in Online Video Remix Culture*. Georgia Institute of Technology Technical Report GIT-IC-07-05. url: <http://hdl.handle.net/1853/19891>

Workshops Organized

- [O.2] D.A. Shamma, D. Perkel and K. Luther. (2009). "Understanding the Creative Conversation: Modeling to Engagement." In *C&C '09: Proceedings of the 7th ACM Conference on Creativity and Cognition*, pp. 491–492, New York: ACM Press. doi: 10.1145/1640233.1640372
- [O.1] J. Thom-Santelli, E. Cook, K. Luther, A. Bruckman, J. Bardzell and D. McDonald. (2009). "Approaching 'Amateur.'" *GROUP '09*.

Panels

- [P.1] D. Perkel, L. Grant, B. Herr-Stephenson and K. Luther. (February 2010). *Rules of Engagement in Participatory Cultures: Negotiating Feedback, Audiences and Critique in Online Communities*. Conference on Digital Media and Learning, University of California, San Diego. La Jolla, Calif.

Invited Presentations

- [I.5] K. Luther. (August 2010). *YouTube Video Embedding: A Religious Experience*. Tech Talk, YouTube/Google. San Bruno, Calif.
- [I.4] K. Luther. (October 2009). *Predicting Successful Completion of Online Collaborative Animation Projects*. GVU Center Brown Bag Lecture Series, Georgia Institute of Technology. Atlanta, Ga.
- [I.3] K. Luther. (March 2009). *Pathfinder: An Online Collaboration Environment for Citizen Scientists*. GVU Center Brown Bag Lecture Series, Georgia Institute of Technology. Atlanta, Ga.
- [I.2] K. Luther. (November 2008). *Leadership in Online Creative Collaboration*. GVU Center Brown Bag Lecture Series, Georgia Institute of Technology. Atlanta, Ga.

- [I.1] K. Luther. (November 2008). *Experiment-Free Research Methods*. Guest lecture, undergraduate psychology research methods course, Georgia Institute of Technology. Atlanta, Ga.

Students Supervised

- Boris de Souza, M.S. in Computer Science, Fall 2010 – Present
- Matthew Flaschen, B.S. in Computer Science, Fall 2008 – Present
- Terris Johnson, B.S. in Computational Media, Spring 2010 – Present
- Kevin Ziegler, B.S. in Computer Science, Fall 2008 – Spring 2010
- Chris Howse, M.S. in Human-Computer Interaction, Fall 2009
- Summers Pittman, M.S. in Human-Computer Interaction, Spring 2009
- Pamela Griffith, M.S. in Human-Computer Interaction, Fall 2007 – Spring 2008
- Shruthi Panicker, B.S. in Computer Science, Fall 2007

Service & Volunteering

Conference Organizing Committee or Subcommittee:

- *Local Arrangements Co-chair, Creativity & Cognition 2011*, Atlanta, Ga.
- *Webmaster & Graphic Design Chair, CSCW 2011*, Hangzhou, China
- *Student Volunteers Co-chair, CHI 2010*, Atlanta, Ga.
- *Webmaster & Graphic Design Chair, CSCW 2010*, Savannah, Ga.
- *Presentations Coordinator (XSV), SIGGRAPH 2009 Computer Animation Festival*, New Orleans, La.
- *Local Arrangements Coordinator, Computation & Journalism Symposium 2008*, Atlanta, Ga.

Conference Student Volunteering:

- *Student Volunteer Team Leader, SIGGRAPH 2010*, Los Angeles, Calif.
- *Student Volunteer, CHI 2009*, Boston, Mass.
- *Student Volunteer Team Leader, SIGGRAPH 2008*, Los Angeles, Calif.
- *Student Volunteer Team Leader, SIGGRAPH 2007*, San Diego, Calif.
- *Student Volunteer Team Leader, SIGGRAPH 2006*, Boston, Mass.
- *Student Volunteer Team Leader, SIGGRAPH 2005*, Los Angeles, Calif.
- *Student Volunteer, SIGGRAPH 2004*, Los Angeles, Calif.
- *Student Volunteer, SIGGRAPH 2003*, San Diego, Calif.

Conference Paper Reviewing:

- ACE 2008, 2009
- Creativity & Cognition 2007, 2009
- CHI 2008, 2009, 2010
- CSCW 2008, 2010
- GROUP 2009
- SIGGRAPH 2009
- UIST 2010

Journal Article Reviewing:

- *Games and Culture*
- *Transformative Works and Cultures*

Other Service & Volunteering:

- *Volunteer, Dad's Garage Theatre Company*, Atlanta, Ga. (October 2009 – Present)

Awards & Honors

- Golden Mouse Award for Most Entertaining Video, CHI 2009 Video Showcase
- Travel Grant (\$2,000), Microsoft Research Alumni Network, 2009
- Travel Grant (\$300), GVU Center, Georgia Institute of Technology, 2009
- Academic Success Award (\$1,000/year × 4 years), Purdue University, 2009
- Dean's List and Semester Honors, Purdue University, 2002 – 2006
- Spring Commencement Student Responder, Purdue University, 2002 – 2006
- Perfect 4.0 GPA Recognition Award, Purdue University, 2006
- Kneale Award (\$100), 75th Annual Literary Awards Competition, Purdue University, 2006
- Twice-Turned Pages Bookstore Award (\$100), 74th Annual Literary Awards Competition, Purdue University, 2005