Matthew W. Easterday

Northwestern University,
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Evanston, IL 60208
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APPOINTMENTS

Assistant Professor, Northwestern University   2011-present
Learning Sciences, School of Education and Social Policy

EDUCATION

PhD in Human-Computer Interaction   2010
Carnegie Mellon University, School of Computer Science, HCII, Pittsburgh, PA

Masters of Science in Human-Computer Interaction   2009
Carnegie Mellon University, School of Computer Science, HCII, Pittsburgh, PA

Masters of Human-Computer Interaction   2004
Carnegie Mellon University, School of Computer Science, HCII, Pittsburgh, PA

B.A. Psychology and Mathematics   1999
Reed College, Portland, OR

PROFESSIONAL EXPERIENCE

Software Engineer, Laboratory for Symbolic and Educational Computing   2002 - 2004
Led software team to develop the Causality Lab inquiry environment for scientific
reasoning

Community Development Specialist, Peace Corps Mongolia   2000 - 2002
Life Skills Youth Development Initiative Organizer (UNDP, Peace Corps)
Initiated, coordinated, acquired funding for, and created curricula to create a nation-
wide network of after-school clubs that teach critical-thinking, organization &
leadership and other life skills to youth.

'Bayalog' Teachers' Dairy Cooperative Organizer (USAID)
Created a business plan and acquired funding for a non-profit teachers' cooperative to
provide locally-made dairy products to School #12 community.

Statewide Reproductive Health Teacher Training Organizer (MSCI, USAID)
Organized health teacher training that provided 86% of province schools with a fully
qualified reproductive health teacher in a region with highest incidence of STDs.

Research Programmer, Robotics Institute, Carnegie Mellon University   1999 - 2000
Developed a case-based reasoning system to work in an agent-context.

Journal articles

Easterday, M. W., Rees Lewis, D., & Gerber, E. M. (submitted). Designing crowdcritique systems for formative feedback. *International Journal of Artificial Intelligence in Education.*

Easterday, M. W., Rees Lewis, D., & Gerber, E. M. (under review). Design research products. *Australasian Journal of Educational Technology*

Easterday, M. W., Aleven, V., Scheines, R., & Carver, S. M. (under review). Using tutors to improve educational games: A cognitive game for policy argument. *International Journal of the Learning Sciences.*

Easterday, M. W., Aleven, V., Scheines, R. & Carver, S. M. (2009). Constructing causal diagrams to learn deliberation. *International Journal of Artificial Intelligence in Education, 19 (4), 425-445.*

Papers in archival, peer-reviewed, published proceedings[1]

Greenberg, M., Gerber, E., & **Easterday, M. W.** (accepted). Critiki: A scaffolded approach to gathering design feedback from crowds of nonexperts, In *Proceedings of the 2015 ACM Conference on Creativity and Cognition, (pp. 235-244).* doi: 10.1145/2757226.2757249

Rees Lewis, D., Harburg, E., Gerber, E., **Easterday, M.W.** (2015). Building help-seeking support tools for novice designers. In *Proceedings of the 2015 ACM SIGCHI Conference on Creativity and Cognition (pp. 43-52).* doi: 10.1145/2757226.2757248

Easterday, M. W., Rees Lewis, D., Fitzpatrick, C., & Gerber, E. M. (2014). Computer supported novice group critique. *DIS '14: Proceedings of the 2014 Designing Interactive Systems Conference*, (pp. 405-414). doi:10.1145/2598510.2600889

Easterday, M. W. & Jo, Y. (2014). Replay penalties in cognitive games. In S. Trausan-Matu et al. (Eds.): *Proceedings of the 12th International Conference on Intelligent Tutoring Systems. LNCS 8474 (pp. 388-397). Switzerland: Springer.* (17% accept rate) **Nominated for best paper**.

Easterday, M. W., Rees Lewis, D., & Gerber, E. M. (2014). Design-based research process: Problems, phases, and applications. In *Proceedings of the International Conference of the Learning Sciences, June 23-27, 2014, Colorado, USA* (pp. 317-324).

Easterday, M. W., & Jo, Y. (2013). Game penalties decrease learning and interest. In *Artificial intelligence in education 2013: Lecture notes in artificial intelligence 7926* (pp. 787-790). Berlin: Springer.

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1 In the field of Computer Science, archival proceedings such as the Association for Computing Machinery's (ACM) CHI conferences and the AIED and ITS conferences are among the top publication venues. These are peer-reviewed publications, with a multi-stage revision process, and low acceptance rates (CHI's acceptance rate has ranged from 15-25%). Conference proceeding publications rival top journals in the field in their selectivity, citations, and influence. Thus, within the field of human-computer interaction, proceedings publications are considered on par with publications in a top journal.

Easterday, M. W., Aleven, V., Scheines, R., & Carver, S. M. (2011). Using tutors to improve educational games. In G. Biswas, S. Bull, J. Kay, & A. Mitrovic (Eds.), *Artificial Intelligence in Education: Lecture notes in artificial intelligence, 6738.* (pp. 63-72). Berlin: Springer.

Aleven, V., Myers E., **Easterday, M. W.**, & Ogan, A. (2010). Toward a framework for the analysis and design of educational games. In G. Biswas, D. Carr, Y. S. Chee, & W. Y. Hwang (Eds.), *Proceedings of the 3rd IEEE international conference on digital game and intelligent toy enhanced learning.* (pp. 69-76). Los Alamitos, CA: IEEE Computer Society.

Easterday, M. W., Aleven, V., Scheines, R., & Carver, S. M. (2009). Will Google destroy western democracy? Bias in policy problem solving. In J. Breuker et al. (Series. Eds.) V. Dimitrova, R. Mizoguchi, B. du Boulay, & A. Graesser (Vol. Eds.), *Frontiers in artificial intelligence and applications: Vol. 200. Artificial intelligence in education: Building learning systems that care: From knowledge representation to affective modelling* (pp. 249-56). Amsterdam: IOS Press. doi:10.3233/978-1-60750-028-5-249

Easterday, M. W., Aleven, V., & Scheines, R. (2007). 'Tis better to construct than to receive? The effects of diagram tools on causal reasoning. In J. Breuker et al. (Series. Eds.) R. Luckin, K. R. Koedinger, & J. Greer (Vol. Eds.), *Frontiers in artificial intelligence and applications: Vol. 158. Artificial intelligence in education: Building technology rich learning contexts that work* (pp. 93-100). Amsterdam: IOS Press.

Book Chapters

Easterday, M. W. (2012). Policy World: A cognitive game for teaching deliberation. In N. Pinkwart & B. McLaren (Eds.), Educational technologies for teaching argumentation skills (pp. 225-276). Oak Park, IL: Bentham Science Publishers. doi:10.2174/97816080501541120101022

Scheines. R, **Easterday, M. W.** & Danks, D. (2006). Teaching the normative theory of causal reasoning. In Gopnik, A., & Schulz, L. (Eds.), Causal learning: Psychology, philosophy, and computation (pp. 119-38). Oxford: Oxford University Press.

Easterday, M. W., Kanarek, J., & Harrell, M. (2009). Design requirements of argument mapping software for teaching deliberation. In T. Davies, & S. P. Gangadharan (Vol. Eds.), Center for the Study of Language and Information - Lecture Notes: Vol. 182. Online deliberation: Design, research, and practice, (pp. 317-23). Stanford, CA: CSLI Publications.

WORKING PAPERS

Easterday, M. W., Rees Lewis, D., & Gerber, E. M. (submitted). Design research: A formal definition.

Aleven, V., Ogan, A. E., Myers, E., & **Easterday, M. W** (in preparation). EDGE: A framework for the analysis and design of educational games. Information Sciences.

Easterday, M. W., Rees Lewis, D., & Gerber, E. (in preparation). Understanding computer supported group critique.

Easterday, M. W., Rees Lewis, D., & Gerber, E. (in preparation). Viewing in parallel: Front-end unit testing with deck.

OTHER

Saiyed, G., Lam, E., **Easterday, M. W.** (2016). Journalistic Sources: Evaluation in a Hybrid Space. *Ethnography in Education Research Forum. February 26-27*, Philadelphia, PA.

Easterday, M. W., Rees Lewis, D., & Gerber, E. M. (2015). The theoretical products of design research. In *the 11th International Conference on Computer-Supported Collaborative Learning, June 7-11th.* Göteborg, Switzerland.

Easterday, M. W., Rees Lewis, D., & Gerber, E. M. (2015). Crowdsourcing Critique. In *the CSCL Crowd 2015, a workshop at the 11th International Conference on Computer-Supported Collaborative Learning, June 7-11th.* Göteborg, Switzerland.

Gerber, E. M., & **Easterday, M. W.**, (2015) Social Innovation Networks: Model, Outcomes, and Challenges. Mudd Design Workshop IX, May 28, 2015, Claremont, CA.

Rees Lewis, D. Gerber, E. M., & **Easterday, M. W.**, (2015) Supporting Project Scoping: The Scoping Wheel. Mudd Design Workshop IX, May 28, 2015, Claremont, CA.

Easterday, M. W. (2015). Cognitive games for Policy Argumentation. Paper in session: Game-based Assessment and Learning of Argumentation Skills, at the 2015 annual meeting of the American Educational Research Association, April 16-20, Chicago, IL.

Smirnov, N., Saiyed, G. T., & **Easterday, M. W.** (2015). Journalism as model for civic and information literacies. Paper in session: Learning sciences: New methods, new populations, and new domains, of the 2015 annual meeting of the American Educational Research Association, April 16-20, Chicago, IL.

Rees Lewis, D. G., **Easterday, M. W.**, & Gerber, E. M. (2015). Helping engineers thrive: Feedback systems for ill-defined challenges . Poster in session: Instructional practices in post-secondary computer science and engineering courses, of the 2015 annual meeting of the American Educational Research Association, April 16-20, Chicago, IL.

Saiyed, G. T., Lam, W. S. E., & **Easterday, M. W.** (2015). Teaching civic journalism: Curriculum, counter scripts, and third space. Roundtable in session: Teaching civics in the classroom and community, of the 2015 annual meeting of the American Educational Research Association, April 16-20, Chicago, IL.

Bethune, A., **Easterday, M. W.**, & Gerber, E. M. (2015). Let's change Illinois together: Youth civic engagement and new media. Roundtable in session: Supporting youth as critical change agents, of the 2015 annual meeting of the American Educational Research Association, April 16-20, Chicago, IL.

Easterday, M. W., & Barahumi, S. (2014). Political agenda: A cognitive game for political perspective taking. Presentation at *Games Learning and Society, 10. July 8-10, Madison, WI.*

Fitzpatrick, C., Hope, A., Barhumi, S., Krupnikov, Y., & **Easterday, M. W** (2013). Perspective taking, political ideologies and digital games. In Third annual international symposium on digital ethics, Oct. 4, 2013. Chicago, IL.

Easterday, M. W., Rees Lewis, D., & Gerber, E. (2013). Formative feedback in digital lofts: Learning environments for real world innovation. In I. Goldin, T. Martin, R. Baker, V. Aleven, & T. Barnes

(Eds.), *Formative feedback in interactive learning environments, A workshop at AIED 2013.* Memphis, TN.

Phelan, P., Rees Lewis, D., **Easterday, M. W.**, & Gerber, E. (2013). Using mobile technology to support innovation education. In Poster presented at the 10th International Conference on Computer Supported Collaborative Learning, June 16-19. Madison, WI.

Easterday, M. W. (2011, June). *AIED for civic engagement.* In F. Akhras, P. Brna, & M. W. Easterday (Chairs), First Workshop on Artificial intelligence in Education to Support the Social Inclusion of Communities. Workshop conducted at the Fifteenth International conference on Artificial Intelligence in Education, Auckland, New Zealand.

Easterday, M. W. (2010). An Intelligent Debater for Teaching Argumentation. In V. Aleven & Judity Kay (Eds.), *Proceedings of the tenth international conference on Intelligent Tutoring Systems*, Pittsburgh, PA., USA, June 14-18, 2010. (**Winner People's choice award for Best Young Researchers Track Poster**)

Easterday, M. W., Aleven, V., & Scheines, R. (2007). The logic of Babel: Causal reasoning from conflicting sources. In V. Aleven, K. Ashley, C. Lynch, & N. Pinkwart (Eds.), *Proceedings of the workshop on AIED applications in ill-defined domains at the 13th international conference on artificial intelligence in education,* Marina del Rey, CA, (pp. 31-40).

Keyani, P., Hsieh, G., Mutlu, B., **Easterday, M. W.**, & Forlizzi, J. (2005). Dancealong: Supporting positive social exchange and exercise for the elderly through dance. In *CHI '05 extended abstracts on human factors in computing systems* (pp. 1541-4). New York: Association for Computing Machinery. doi: 10.1145/1056808.1056961

Conference Presentations

Saiyed, G., Lam, E., **Easterday, M. W.** (accepted for 2016). Journalistic Sources: Evaluation in a Hybrid Space. *Ethnography in Education Research Forum. February 26-27*, Philadelphia, PA.

Easterday, M. W., Rees Lewis, D., & Gerber, E. M. (2015). The theoretical products of design research. Presentation at *The 11th international conference on computer-supported collaborative learning, June 7-11th.* Göteborg, Switzerland.

Easterday, M. W. (2015). Cognitive games for policy argumentation. Presentation at the symposium session: Game-Based assessment and learning of argumentation skills, of the 2015 annual meeting of the American Educational Research Association, April 16-20, Chicago, IL.

Smirnov, N., Saiyed, G. T., & **Easterday, M. W.** (2015). Journalism as model for civic and information literacies. Presentation at the paper session: Learning sciences: New methods, new populations, and new domains of the 2015 annual meeting of the American Educational Research Association, April 16-20, Chicago, IL.

Rees Lewis, D. G., **Easterday, M. W.**, & Gerber, E. M. (2015). Helping engineers thrive: Feedback systems for ill-defined challenges . Presentation at the poster session: Instructional practices in post-secondary computer science and engineering courses, of the 2015 annual meeting of the American Educational Research Association, April 16-20, Chicago, IL.

Saiyed, G. T., Lam, W. S. E., & **Easterday, M. W.** (2015). Teaching civic journalism: Curriculum, counter scripts, and third space. Presentation at the roundtable session: Teaching civics in the classroom and community, of the 2015 annual meeting of the American Educational Research Association, April 16-20, Chicago, IL.

Bethune, A., **Easterday, M. W.**, & Gerber, E. M. (2015). Let's change Illinois together: Youth civic engagement and new media. Presentation at the Roundtable session: Supporting youth as critical change agents, of the 2015 annual meeting of the American Educational Research Association, April 16-20, Chicago, IL.

Easterday, M. W., & Barahumi, S. (2014). Political agenda: A cognitive game for political perspective taking. Presentation at *Games Learning and Society, 10. July 8-10, Madison, WI.*

Easterday, M. W., Rees Lewis, D., Fitzpatrick, C., & Gerber, E. M. (2014). Computer supported novice group critique. Presentation at *DIS '14: Proceedings of the 2014 Designing Interactive Systems Conference*, 405-414. doi:10.1145/2598510.260088

Easterday, M. W., & Jo, Y. (2014). Replay penalties in cognitive games. Presentation at *Intelligent Tutoring Systems 2014*, June 5-9, Honolulu, HI.

Easterday, M. W., Rees Lewis, D., & Gerber, E. M. (2014). Design-Based research process: Problems, phases, and applications. Presentation at *the International Conference of the Learning Sciences*, June 23-27, 2014, Colorado,

Easterday, M. W., Rees Lewis, D., & Gerber, E. (2014). Design-based research process: Problems, phases and applications. In proceedings of the *International Conference of the Learning Sciences, June 23-27, Colorado, USA (pp. 317-324).*

Easterday, M. W. & Jo, Y. (2014). Replay penalties in cognitive games. In S. Trausan-Matu et al. (Eds.): *Proceedings of the 12th International Conference on Intelligent Tutoring Systems. LNCS 8474 (pp. 388-397). Switzerland: Springer.* **Nominated for best paper**.

Easterday, M. W. (2013). Policy world, the Causal Claim Tutor and Playing Politics: Games and tutors for teaching policy argumentation. Presentation at the 2013 Digital Media and Learning Conference, March 14-16, 2013, Chicago, Illinois.

Easterday, M.W., Rees Lewis, D., Gerber, E.: Applying human-centered design methods to learner-centered design: A case study. In: Pinkwart, N., Rau, M., Aleven, V., Dillenbourg, P. (eds.) In Human-Centered Approaches to Developing Usable Educational Technologies, a workshop at the 15th Biennial Conference of the European Association for Research on Learning and Instruction (EARLI 2013). Munich, Germany.

Easterday, M. W., & Jo, Y. (2013). Game penalties decrease learning and interest. Paper presented at *Artificial Intelligence in Education 2013*, July 9-13, Memphis, TN.

Easterday, M.W., Scott, K., Roll, I., Baker, R., Walker, E., Burleson, W., Wylie, R. Nielsen, R., Talbot, R., & Chi, M. (April/May 2013). Beyond Problem Solving: Applying Lessons from Intelligent Tutoring to new contexts, domains, and platforms. AERA, 27 April-1 May, San Francisco.

Lam, E., Smirnov, N., Change, A., **Easterday, M. W.**, & Rosario-Ramos, E. (2013). Multimodal voicing in youths' video documentaries on immigration. In the symposium session *Multimodality as lens and site of research and practice* at the American Anthropological Association Annual meeting, November 20-24, 2013.

Lam, E., Smirnov, N., Chang, A., **Easterday, M. W.**, & Rosario-Ramos, E. (2013). Voice and the politics of scale in youths' video documentaries on immigration. In the colloquium session: *Digital literacies and mobility in migrant communities: Studying youth practices and learning across spaces,*" at the American Educational Research Association Annual Meeting, April 2013.

GRANTS

- $1,344,278. Gerber, E.M., Easterday, M.W. DIP: Digital Lofts for Social Innovation Networks, IIS-1530833. NSF IIS: Cyberlearning and Future Technologies. 2015.

- $116,490. Gerber, E. M., Easterday, M. W. Illinois Citizen's Assembly Online Curriculum. Joyce Foundation. 2015.

- $50,000. Gerber, E. M., Easterday, M. W. I−Corps: Digital Loft: A Learning Platform for Instructors and Trainers, IIP−1550565. NSF: Innovation Corps Teams Program (I−Corps Teams). 2015.

- $90,000. Delta Lab: Illinois Next Generation Youth Political Engagement Platform. Roosevelt Institute Campus Network subcontract from Joyce Foundation. 2014.

- $548,814. **Easterday, M. W.**, & Gerber, E.. EXP: Digital Lofts: Online Learning Environments for Real-World Innovation, IIS- 1320693. NSF IIS: Cyberlearning: Transforming Education Program. 2013.

- $175,000. Rees Lewis, D., Shyrokova, A., Lesser, J., Arora, R., Ma, S., Gerber, E., Nerenberg, S., & **Easterday, M. W.**, Design for America: A Badge Community for Innovation. Digital media + learning competition 4: Badges for lifelong learning. HASTAC, McArthur Foundation, Mozilla, Bill & Melinda Gates Foundation. 2012.

- $50,000. Doppelt, J., Lam, E., **Easterday, M. W.** Youth Media Project, McCormick Tribune Center. 2011.

TEACHING & CURRICULUM

Design of Learning Environment, Northwestern University   2011-present
Created and taught graduate and undergraduate Learning Sciences course on designing
instruction using the human-centered design process and methods from cognitive science,
interaction design and lesson study.

Digital Design for Social Change, Northwestern University   2012-present
Created and taught undergraduate course on using interactive media to develop policy messages that educate and persuade. Teaches fundamentals of: (1) analyzing policy texts, (2) conducting human-centered, iterative design and (3) programming interactive media including flash, html.

Civic Media :: Immigrant Voices, Chicago Public Schools   2012
Designed the *Immigrant Voices* civic journalism curriculum which teaches students how to make 3-5 minute video documentaries about how policy affects their community.

Programming usable interfaces, Carnegie Mellon University   2008
Designed on-line assignments and taught flash programming to novice HCI programmers.

Educational Game Design, Carnegie Mellon University   2007
Initiated and co-designed popular educational game design course and constructed on-line Flash game programming unit.

Consultant - Critical Thinking, Carnegie Mellon University   2007
Advised Department of Philosophy on design of Critical Thinking course.

Public Speaking, Carnegie Mellon University   2006
Organized a public speaking group for students and faculty, which became the second highest rated Toastmasters club (of 68 across PA, WV & MD) within its second year.

Technology Consulting in the Community, Carnegie Mellon University   2003
Designed and taught summer course where undergraduate and graduate computer science students worked with local non-profit organizations to develop and implement technology projects.

TA - Technology Consulting in the Community, Carnegie Mellon University   2002
Advised undergraduate and graduate computer science students working with local non-profit organizations to develop and implement technology projects.

Life Skills: Critical Thinking, Mongolia   2002
Initiated project, wrote critical thinking lesson plans, and organized national network of after-school clubs that later became part of Mongolian Ministry of Health and Education official curriculum.

TEFL / Computers, School #12; Dornod Province, Mongolia   2000 - 2002
Taught English as a Foreign Language at a K-12 school, and web-design at the community library.

EDUCATIONAL TECHNOLOGY

- **The Loft**
  A "*Facebook for design projects,*" an online learning platform for teaching civic innovation through crowd-critique an semi-automatic creation of case-libraries illustrating design principles.

- **Policy World**
  A cognitive tutor embedded in an educational game for teaching policy argumentation.

- **The Comprehension Tutor**
  An intelligent tutoring prototype for teaching learners how to recognize causal claims.

- **iLogos**
  Argument mapping software used in Department of Philosophy introductory courses.

- **The Causality Lab**
  Served as lead software architect on science inquiry environment for teaching Causation and Social Policy.

PROFESSIONAL ACTIVITIES & COMMUNITY

Conference Committees

- Poster Chair, Artificial Intelligence in Education (2015)
- Program Committee, Learning with MOOCS (2014).
- Program Committee, Workshop of Graph-Based Educational Data Mining held in conjunction with the 7th International Conference on Educational Datamining (2014).
- Program Committee, Artificial Intelligence in Education (2013). Received Outstanding reviewer award for "going above and beyond in reviewing papers."
- Program Committee, Artificial Intelligence in Education (2011)
- Program Committee Member, Intelligent Tutoring Systems (2010)

Ad Hoc Reviewer

- IJLS International Journal of the Learning Sciences (2014)
- ACM Conference on Designing Interactive Systems (2014)
- ACM Conference on Human Factors in Computing Systems (2013)
- Journal of Technology, Knowledge, and Learning (2012)
- ACM Conference on Computer Supported Cooperative Work (2012)
- INTERACT (2011)
- Intelligent Tutoring Systems Workshop on Ill-defined Domains, (2010)

Review Panels and Events

- NSF Cyberlearning Envisioning the Future Meeting (June, 2013)
- NSF Cyberlearning Program Review Panel (Feb, 2012)
- NSF Cyberlearning Summit (Jan, 2012)

Committees and Advisory Boards

- **Segal Research Council Member, Northwestern University** (2012-present)
  Advise Northwestern University Segal Design Institute on research initiatives.

- **Learning Advisor, Design for America** (2013-present)
  Advise nation-wide network of student led University design studios on development of education program and technology.

- **School of Education and Social Policy Technology Committee** (2011-2014, Chair)
  Advise School of Educational and Social Policy IT on departmental technology needs.

- **Northwestern Cognitive Science Committee** (2012-present)
  Represent the School of Educational and Social Policy in cognitive science program.

- **Segal Research Council** (2012-present)
  Represent SESP and the Learning Sciences in cross-university efforts to promote design research at Northwestern.

- **Founder of the Symposium public speaking club** (2006-2008)
  Started speaking club to prepare graduate students for departmental speaking requirements.

- **PIER Steering Committee Member** (2006-2008)
  Student representative for IES program on interdisciplinary educational research.

- **HCII Curriculum Committee Member** (2005-2008)
  Student representative for redesign and oversight of masters and PhD curricula.

- **HCII Graduate Peer Mentor** (2005-2008)
  Ombudsman for new graduate students in computer science.

- **Southwestern Pennsylvania Program for Deliberative Democracy Affiliate** (2005-2008)
  Helped to integrate argument mapping into materials for citizen discussions on policy.

- **Center for Appalachian Network Access project for rural communities** (2005)
  Mentored public policy masters students' technology project in rural Appalachia.

INVITED TALKS

- Easterday, M.W., (Jan. 14, 2014) Educational technology for civic innovation, University of Michigan.

- Easterday, M.W., (Apr. 18, 2012). Cybercivics 101: Educational Technology for the New Civics. TEDx Evanston: Adventures in Learning, Evanston IL. Retrieved from: www.tedx-evanston.com

- Easterday, M. W. (Jan 18, 2012). Cyber-Civics 101. In J. Roschelle & S. Hsi (Chair), *Cyberlearning research summit*. National Geographic Society, Washington, DC: National Science Foundation.

- Easterday, M. W. (Oct 14, 2011). Designing educational technology to teach engaged citizens: Video games and the new civics. In J. Zagal (Chair), *Research colloquium*. Chicago, IL: DePaul University, College of Computing and Digital Media.

- Easterday, M. W. (Oct 5, 2011). Designing educational technology to teach engaged citizens: Video games and the new civics. In S. Goldman (Chair), *Cognitive brown bag*. Chicago, IL: University of Illinois at Chicago, Department of Psychology.

- Easterday, M. W. (Oct 4, 2011). Video games and the new civics. In E. Gerber (Chair), *Segal seminar series* [Video file]. Evanston, IL: Segal Design Institute, Northwestern University. Retrieved from http://www.segal.northwestern.edu/videos/2011/oct/12/matt-easterday-video-games-and-new-civics

SELECTED HONORS

- **Northwestern Ver Steeg Graduate Advising Award (2015)**
  Named for Clarence Ver Steeg, former Northwestern University Professor in History and Dean of The Graduate School from 1975 to 1986, this award recognizes one outstanding non-faculty staff person and two Graduate Faculty members each year for excellence in work with graduate students in The Graduate School.

- **Northwestern Center for Civic Engagement Faculty Fellow (2012)**
  Fellows are "...chosen for their established records of civic engagement and their plans to develop new projects that reflect key goals of the University's strategic plan--enhancing engaged learning opportunities across the curriculum and connecting to the community-at-large. CCE faculty fellows receive monetary grants as well as program and administration support from the Center for Civic Engagement to develop and enhance engaged learning projects."

- **Northwestern Searle Center for Teaching Excellence Fellowship (2012)**
  "The Searle Fellows program is a multi-disciplinary, year-long program for early career faculty. Established in 1999, the program aims to provide faculty with the expertise and knowledge to critically assess and solve problems in their courses. Participants design innovative approaches to teaching to advance their students' learning and to develop their own teaching practice."

- **Siebel Fellowship (2009)**
  "The Siebel Scholars program was established by the Siebel Foundation in 2000 to recognize the most talented students at the world's leading graduate schools of business, computer science, and bioengineering."

- **Program in Interdisciplinary Educational Research (PIER) Fellowship (2005)**
  A five year pre-doctoral training program funded by the Institute of Educational Sciences, Department of Education.

- **Carnegie Mellon University Graduate Student Service Award Nominee (2007)**
  Selected by the Human-Computer Interaction Institute for university-wide award for service to the community.