

Ari Schlesinger

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Research Interests

How can we build equity and affect into computational artifacts? My research is invested in exploring, understanding, and developing technology that embeds human values into multiple layers of a computational artifact.

Education

PhD in Human-Centered Computing **Fall 2015 – Present**

Georgia Institute of Technology Advised by Beki Grinter and Keith Edwards
President's Fellow

BA in Technology & Social Change **Spring 2014**

Pitzer College Graduated with Honors

Self-designed degree comprised of computer science coursework, completed at Harvey Mudd & Pomona College, and social science & humanities coursework.

Awards + Honors

2017 Best Paper Honorable Mention, CHI 2017 (top 5% of submitted papers)

2016 Graduate Research Fellow, National Science Foundation (~12% acceptance rate)

2015 President's Fellow, Georgia Institute of Technology

2014 Honors in Technology & Social Change, Pitzer College

2014 Advanced Research Affiliate, USC's Humanities & Critical Code Studies Lab

2014 Fellow, Pitzer's Munroe Center for Social Inquiry

Publications: Peer-Review

Schlesinger, A., Edwards, W. K., & Grinter, R. E. Intersectional HCI: Engaging Identity through Gender, Race, and Class. Proceedings of the 2017 CHI Conference on Human Factors in Computing Systems (CHI '17). ACM, New York, NY, USA. **[Best Paper Honorable Mention, top 5% of submissions] (25% acceptance rate)**

Schlesinger, A., Chandrasekaran, E., Masden, C., Bruckman, A. S., Edwards, W. K., & Grinter, R. E. Situated Anonymity: Impacts of Anonymity, Ephemerality, and Hyper-Locality on Social Media. Proceedings of the 2017 CHI Conference on Human Factors in Computing Systems (CHI '17). ACM, New York, NY, USA. **(25% acceptance rate)**

Lewis, C., Esper, S., Bhattacharyya, V., Fa-Kaji, N., Dominguez, N., & **Schlesinger, A.** (2014). "Children's perceptions of what counts as a programming language." Journal of Computing Sciences in Colleges, 29(4), 123-133.

Workshops + Presentations

Schlesinger, A. (2014, April 26). "Human Values in Code: Integrating Feminism and Computer Science." Perspectives on Gender and Product Design: Are we living in a 'man-made' world? Workshop ACM SIGCHI 2014, Toronto, Canada

Schlesinger, A. (2014, April 5). "Human Values in Code: Integrating Feminism and Computer Science." Proceedings of SoCal CWIC 2014, Carlsbad, CA.

Lewis, C., Esper, S., Bhattacharyya, V., Fa-Kaji, N., Dominguez, N., & **Schlesinger, A.** (2014, March 14). "Children's perceptions of what counts as a programming language." Consortium for Computing Science in Colleges, Southwestern Region, CSU Northridge, CA.

Schlesinger, A., Wernimont, J., Weidemann, B., et. al. (2014, Feb 23 - March 23). "Week 2: Feminist Code" Presentation and Preceding Dialogues of Critical Code Studies Working Group 2014. <http://wg14.criticalcodestudies.com/>

Speaking Engagements

2015 Documentary Interviewee, Debugging the Gender Gap: CODE

2014 Featured Speaker, Pitzer's Inaugural Ideas Fair, Claremont, CA

2014 Invited Guest Lecturer, User Oriented Design of Programming Languages, University Colorado Boulder. Boulder, CO

Experience

Graduate Research Assistant

Fall 2015 – Present

Georgia Institute of Technology

- Investigating equity-focused computational interventions.
- Executed meta-review of HCI research literature focused on equity & identity.
- Conducted qualitative research on hyperlocal social media using participant observation & semi-structured interviews.
- Responsible for ensuring progress and integrity across all facets of the research production pipeline: recruitment, data analysis, lit review, & paper composition.

Research Project Manager

Summer 2014 – Present

Harvey Mudd College

csteachingtips.org

- Directed user experience & graphic design, leading user-testing, guiding architectural design, and mentoring the multiple teams on Drupal, Github, and UX.
- Developed schema for processing interview data, translating it into actionable tips.
- Interviewed over 40 experts; edited and published over 1200 teaching tips.
- Led multiple teams of 5-10 undergraduate research assistants in web dev, qualitative data collection, and guiding students through supplementary research projects.
- Built infrastructure to support project sustainability and administration, facilitating transition to from full-time to part-time project management.
- Managed a \$739,000 National Science Foundation (NSF) Grant.

Selected Projects

Research Assistant

Summer 2013

Harvey Mudd College

- Conducted a design-based research project as part of a team teaching computer science in a summer education program for middle school students.
- Devised studies, goals, and strategies to uncover important barriers for teaching middle schoolers computer science using the programming language Scratch.
- Refined and expanded an online introductory computer science curriculum and created supplementary teaching materials.

Research Assistant

Summer 2013

Pitzer College

- Cataloged articles that require editing or creation as part of WikiProject Feminism.
- Created and maintained documents detailing our efforts to increase articles for women as a member of the Wikipedia Committee.
- Devise strategies with a team of scholars for effective methods to changing the culture of Wikipedia to be more welcoming of feminism and feminist.

Claremont Civic Hackathon

Co-Founder + Event Production

- Organized and executed grassroots community outreach to recruit local leaders and citizens to participate in a hackathon.
- Worked with local leaders and business owners to sponsor the hackathon in order to facilitate a proper awareness of potential community ICT projects.
- Create community connection between local community and college students to promote further service and business relationships.
- Recognized by the City of Claremont for engaging the community in technological projects.

Pandalgabra, iPad Application

Team Member

- Worked in a team of four to design an educational iOS app for 6th grade students.
- Iteratively developed with proper documentation such that it is easily extensible using a MVC framework.
- Fabricated Graphic Resources for the game, implemented many of the features including the answer reordering, spearheaded the refactoring process, maintained architecture design documents.
- Available in the Apple App Store. Source code available on GitHub.

Blogging, justechne.com

Personal Academic Blog

- Working project to occasionally document the process of creating scholarship in the College of Computing at Georgia Tech.

Projects can be found on arischlesinger.com/projects

Skills + Domain

Knowledgeable in Qualitative Methods, Design-Based Research, Ethnographic Methods, Social Change Praxis, Writing (academic, professional), Human-Centered Computing, Social Computing, Human-Computer Interaction (HCI), Computer Science Education, Computer Science Principles, Intersectionality, Project Management, Public Speaking.

Competence in Principles of Visual Design, User Interface Practices, Quantitative Social Science Methods, Python, Git, Unix, Drupal, Wordpress, Writing (grant, web, creative), Rapid Prototyping, Community-Based Outreach, Public-Policy Analysis.

Familiar with Social Media Strategies, Web Accessibility, Branding, Marketing, Illustrator & Photoshop CS4+, HTML, CSS, 3D Printing, Laser Cutting, Java, C++, Objective-C, Android Studio, PHP, Scratch, Arduino, Processing.

Teaching

Head Teaching Assistant **Spring 2016**

Georgia Institute of Technology

- Undergraduate Course, Computing and Society; 50 Students

Volunteer Teacher **Spring 2014**

California Rehabilitation Center

- Undergraduate Course, Seminar on Technology; Fluctuating group of 10-20 Students.
- Led small-group discussions to motivate theorizing about technologies of oppression and freedom in a prison environment where most modern instantiations of technology are explicitly forbidden.
- Created a zine with co-teachers and students reflecting on the course.

Service

Member, USACM **2016-2017**

Policy Arm of the Association of Computing Machinery (ACM)

Reviewing

CHI 2017