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Stanford
University

JOSEPH SEERING

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EDUCATION & RESEARCH APPOINTMENTS

OCT 2020- Postdoc in COMPUTER SCIENCE, **Stanford University**

SEP 2020 PhD in HUMAN-COMPUTER INTERACTION, **Carnegie Mellon University**

MAY 2018 MS in HUMAN-COMPUTER INTERACTION, **Carnegie Mellon University**

MAY 2013 BA in SOCIAL STUDIES, **Harvard University**

PUBLICATIONS & PRESENTATIONS

PUBLISHED CONFERENCE AND JOURNAL PAPERS:

- Kim, S., Eun, J., **Seering, J.**, and Lee, J. (2021, Oct). Moderator Chatbot for Deliberative Discussion: Effects of Discussion Structure and Discussant Facilitation. In *Proceedings of the ACM on Human-Computer Interaction* 5, CSCW1, Article 87.
- **Seering, J.** (2020, Oct) Reconsidering Community Self-Moderation: the Role of Research in Supporting Community-Based Models for Online Content Moderation. In *Proceedings of the ACM on Human-Computer Interaction* 4, CSCW2, Article 107.
- **Seering, J.**, Kaufman, G., and Chancellor, C. (2020, Oct). Metaphors in Moderation. *New Media & Society*.
- Luria, M., **Seering, J.**, Forlizzi, J., and Zimmerman, J. (2020, April), Designing Chatbots as Community-Owned Agents. In *Proceedings of the 2nd Conference on Conversational User Interfaces (CUI '20)*. ACM.
- **Seering, J.**, Hammer, J., Kaufman, G., and Yang, D. (2020, April), Proximate Social Factors in First-Time Contribution to Online Communities. In *Proceedings of the 2020 CHI Conference on Human Factors in Computing Systems*. ACM.
- **Seering, J.**, Luria, M., Ye, C., Kaufman, G., and Hammer, J. (2020, April), It Takes a Village: Integrating an Adaptive Chatbot into an Online Gaming Community. In

Proceedings of the 2020 CHI Conference on Human Factors in Computing Systems.
ACM.

- Yu, B., **Seering, J.**, Spiel, K., and Watts, L. (2020, April), “Taking Care of a Fruit Tree”: Nurturing as a Layer of Concern in Online Community Moderation. In *Extended Abstracts of the 2020 CHI Conference on Human Factors in Computing Systems.* ACM.
- **Seering, J.***, Mayol, R.,* Harpstead, E., Chen, T., Cook, A., and Hammer, J. (2019, Oct), Peer Feedback Processes in the Game Industry. In *Proceedings of the Annual Symposium on Computer-Human Interaction in Play (CHI PLAY '19)*, Barcelona, Spain. ACM.
- Harpstead, E., Rios, J.S., **Seering, J.**, and Hammer, J. (2019, Oct), Toward a Twitch Research Toolkit: A Systematic Review of Approaches to Research on Game Streaming. In *Proceedings of the Annual Symposium on Computer-Human Interaction in Play (CHI PLAY '19)*, Barcelona, Spain. ACM.
- Flores-Saviaga, C., Hammer, J., Flores, J.P., **Seering, J.**, Reeves, S., and Savage, S. (2019, Sept), Audience and Streamer Participation at Scale on Twitch. In *Proceedings of the 30th ACM Conference on Hypertext and Social Media (HT '19)*, Hof, Germany.
- **Seering, J.**, Fang, T., Damasco, L., Chen, M., Sun, L., and Kaufman, G. (2019, Apr), Impacts of User Interface Elements on Online Commenting Behaviors. In *Proceedings of the 2019 CHI Conference on Human Factors in Computing Systems.* ACM.
- **Seering, J.**, Luria M., Kaufman, G., and Hammer, J. (2019, Apr), Beyond Dyadic Interactions: Considering Chatbots as Community Members. In *Proceedings of the 2019 CHI Conference on Human Factors in Computing Systems.* ACM.
- Yang, D., Yao, Z., **Seering, J.**, and Kraut, R. E. (2019, May), The Channel Matters: Self-disclosure, Reciprocity and Social Support in Online Cancer Support Groups. *Proceedings of the 2019 CHI Conference on Human Factors in Computing Systems.* ACM. **Best Paper Honorable Mention** †
- **Seering, J.**, Wang, T., Yoon, J., and Kaufman, G. (2019), Moderator Engagement and Community Development In the Age of Algorithms. *New Media & Society*, 21(7), 1417–1443.
- **Seering, J.**, Ng, F., Yao, Z., and Kaufman, G. (2018, Nov), Applications of Social Identity Theory to Research and Design in Computer-Supported Cooperative Work. In *Proceedings of the ACM on Human-Computer Interaction 2*, CSCW, Article 201. **Best Paper Award** ‡
- **Seering, J.**, Flores, J.P., Savage, S., and Hammer, J. (2018, Nov) The Social Roles of Bots: Evaluating Impact of Bots on Discussions in Online Communities. In *Proceedings of the ACM on Human-Computer Interaction 2*, CSCW, Article 157.
- Glickman, S., McKenzie, N., **Seering, J.**, Moeller, R., and Hammer, J. (2018, Oct) Design Challenges for Livestreamed Audience Participation Games. In *Proceedings of the Annual Symposium on Computer-Human Interaction in Play (CHI PLAY '18)*, Melbourne, Australia. **Best Paper Honorable Mention** †
- **Seering, J.**, Savage, S., Eagle, M., Churchin, J., Moeller, R., Bigham, J., and Hammer, J. (2017, June), Audience Participation Games: Blurring the Line Be-

tween Player and Spectator. In *Proceedings of the 2017 Conference on Designing Interactive Systems (DIS '17)*, Edinburgh, Scotland, ACM.

- **Seering, J.**, Kraut, R. E., and Dabbish, L. (2017, Feb), Shaping Pro and Anti-Social Behavior on Twitch Through Moderation and Example-Setting. In *Proceedings of the 2017 ACM Conference on Computer Supported Cooperative Work and Social Computing (CSCW '17)*, Portland, Oregon. ACM. **Best Paper Honorable Mention** 🏆
- **Seering, J.**, Willcox, K., & Huang, L. (2015, June), Mapping Outcomes in an Undergraduate Aerospace Engineering Program. In *Proceedings of the 2015 ASEE Annual Conference and Exposition*, Seattle, Washington. 10.18260/p.24467

DOCTORAL COLLOQUIUM:

- **Seering, J.** Building More Positive Online Communities through Improving Moderation and Strengthening Social Identity. ACM Conference on Computer Supported Cooperative Work and Social Computing (CSCW '19). Austin, TX, USA. Nov 2019.

CONFERENCE PRESENTATIONS, POSTERS, AND WORKSHOP PAPERS:

- **Seering, J.** (2019, May), Chatbots for Engagement and Play on Twitch. Workshop paper presented at the 2019 CHI Conference on Human Factors in Computing Systems, Glasgow, Scotland. ACM
- **Seering, J.**, and Kaufman, G. (2018, June), Experimenting with Harassment: Ethical Questions in Studying Bad Behaviors Online. Workshop paper presented at the the 12th International AAI Conference on Web and Social Media, Stanford, California. AAI.
- **Seering, J.**, and Kaufman, G. (2018, Apr), The Importance of Looking Closer: Understanding Motivations for Bad Behavior Online. Workshop paper presented at the 2018 CHI Conference on Human Factors in Computing Systems, Montreal, Canada. ACM.
- **Seering, J.**, and Kaufman, G. (2017, Feb), Social Identity Theory and Computer-Supported Cooperative Work. Workshop paper presented at the 20th conference on Computer Supported Cooperative Work & Social Computing, Portland, Oregon. ACM.
- **Seering, J.**, and Dabbish, L. (2016, March), Exploring Identity Signals on an Anonymous Mobile Posting App. Workshop paper presented at the 19th conference on Computer Supported Cooperative Work and Social Computing, San Francisco, California. ACM.
- Lieberman, C., **Seering, J.**, and Willcox, K. (2014, June). Mapping of learning outcomes across the MIT undergraduate curriculum. Poster session presented at the 10th International CDIO Conference, Barcelona, Spain, June 15-19 2014.

WORKSHOPS ORGANIZED:

- *Volunteer Work: Mapping the Future of Moderation Research*, CSCW '19
- *Managing and Designing for Norms in Online Communities*, ICWSM '19

INVITED BOOK REVIEWS:

- Seering, J. (2019, June), Book Review: Custodians of the Internet: Platforms, Content Moderation, and the Hidden Decisions That Shape Social Media. Convergence.

OTHER WORK:

- **Seering, J.** (2020). Supporting Volunteer Moderation Practices in Online Communities. Dissertation, Human-Computer Interaction Institute, Carnegie Mellon University.
- Willcox, K., Sarma, S., and Lippel, P. et al. (2016, May). Online Education: A Catalyst for Higher Education Reforms. Accessed at <https://oepi.mit.edu/literature/reports/>.
- **Seering, J.** (Unpublished, 2013). Practical Goals: A Case Study in Understanding and Judging Objectives in Higher Education. Senior Thesis, Harvard College.

AWARDS

- 2021 CRA Computing Innovation Fellow
- K&L Gates Presidential Fellowship in Ethics and Computational Technologies
- Carnegie Mellon University Presidential Fellowship
- CHI 2019 Best Paper Honorable Mention
- CSCW 2018 Best Paper Award
- CHI PLAY 2018 Best Paper Honourable Mention
- CSCW 2017 Best Paper Honorable Mention
- High honors for undergraduate thesis, Harvard College

FUNDING

- CI Fellow 2021: \$253,328
- Brown Institute Magic Grant 2021-2022 (PI): \$100,000
- Discord Inc. Research Gift (PI): \$5,000
- ONR Research Grant (Contributor): \$540,000
- K&L Gates Presidential Fellowship: \$46,721
- Carnegie Mellon University Presidential Fellowship: \$50,000

TEACHING EXPERIENCE

- Fall 2018: Co-developed and co-instructed new course with Professor Jeffrey P. Bigam, 05499A/05899A: **Human-AI Interaction**
- Spring 2018: Co-developed and tested **Social Dynamics in Distributed Work Groups** curriculum
- Fall 2017: Teaching Assistant for Professor Amy Ogan, 05410/05610: **User-Centered Research and Evaluation**
- Spring 2017: Teaching Assistant for Professor Jason Hong, 05320/05820: **Social Web**.

STUDENT ADVISING:

SELECTED MASTERS STUDENT ADVISEES:

- Tony Wang, Masters in Human-Computer Interaction. Co-author on 2019 *New Media & Society* paper and ongoing research collaborator. Currently a UX Researcher at Google NYC.
- Tianmi Fang, Masters in Educational Technology and Learning Science. Co-author on 2019 CHI paper. Currently a UX Researcher/Designer at Shutterfly Inc.
- Luca Damasco, Masters in Human-Computer Interaction. Co-author on 2019 CHI paper. Co-founder of Wicklets and Adjunct Professor at Carnegie Mellon University.
- Likang Sun, Masters in Human-Computer Interaction. Co-author on 2019 CHI paper. Currently a UX Researcher at Bill.com (financial services).
- Tait Wayland, Masters in Human-Computer Interaction. Collaborator on work in progress on social rebukes on Reddit. Currently a Product Design Lead at IQM Corporation (political advertising and marketing).

SELECTED UNDERGRADUATE ADVISEES:

- Jina Yoon, Double Major in Computer Science and Media Studies, Brown University. Co-author on 2019 *New Media & Society* paper. Currently a Program Manager at Microsoft.
- Juan Pablo Flores Cortés, Major in Ingeniería en Computación, Universidad Nacional Autónoma de México. Co-author on two papers. Currently Field Expert LATAM at Github.
- Grace Yu, Major in Computer Science (in progress, class of 2020). Collaborator on work in progress on social rebukes on Reddit.
- Wenxia Sweeney, Major in Psychology and Neuroscience (in progress, class of 2020). Collaborator on work in progress on peer feedback in game design teams.
- Connie Ye, Double Major in Computer Science and Fine Art and Human-Computer Interaction (in progress, class of 2021). Co-author on paper in submission on chatbot design.

SERVICE:

- Co-ran 3-day workshop on *Identifying and Counteracting “Dark Patterns” in UX/UI* in Fall 2019 at the CMU OurCS conference for undergraduate women in computing
- HCII Faculty Hiring Committee Student Representative, 2018-2019 academic year
- Co-founded and ran CMU Social Computing Reading Group, Fall 2017 - Fall 2018.
- Hosted “*tech ethics in the curriculum*” *ad-hoc lunch* at 2018 ACM CHI conference
- Co-ran 3-day workshop on *Developing technology to combat harassment* in Fall 2017 at the CMU OurCS conference for undergraduate women in computing
- CMU HCII faculty meeting liaison, Fall 2016-Fall 2017
- CMU HCII PhD-Masters student liaison, Fall 2018-Fall 2020

REVIEWING:

- CHI 2018, 2019, 2020, 2021
- CHI PLAY 2018, 2019, 2020, 2021
- CSCW 2018, 2019, 2020, 2021, 2022
- DiGRA 2018, 2019
- New Media & Society 2019, 2020, 2021
- ICWSM 2019, 2020
- ToCHI 2019, 2020, 2021
- ACM ToSC 2021