

Eric Gordon, Ph.D.

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Education

Ph.D., 2003, M.A., 1999, Dept. of Critical Studies
School of Cinematic Arts, University of Southern California
Los Angeles, CA

BA, 1994, Sociology
University of California, Santa Cruz
Santa Cruz, CA

Current Professional Affiliations

Engagement Lab, Emerson College, Boston, MA
Founder and Director (Fall 2010 – Fall 2024)

Department of Visual and Media Arts, Emerson College, Boston, MA
Professor (Fall 2017-present)

School of Social Science and Humanities, Massachusetts Institute of Technology, Cambridge, MA
Research Affiliate (Fall 2021-present)

Past Professional Affiliations

School of the Arts, Emerson College, Boston, MA
Assistant Dean of Civic Partnerships (Fall 2021-Summer 2023)

Graduate School of Design, Harvard University, Cambridge, MA
Lecturer (Spring 2023)

Ludics Seminar, Mahindra Humanities Center, Harvard University, Cambridge, MA
Co-Director (Fall 2018 - Fall 2023)

Comparative Media Studies / Writing, Massachusetts Institute of Technology, Cambridge, MA
Visiting Professor (August 2020 - August 2021)

Salzburg Academy on Media and Global Change, Salzburg Global Seminar, Salzburg, Austria
Core-faculty (2015-2019)

Berkman Center for Internet and Society, Harvard University, Cambridge, MA
Fellow (Fall 2012-2015)

Tisch College of Civic Life, Tufts University, Medford, MA

Visiting Scholar (August 2011-June 2012)

Department of Visual and Media Arts, Emerson College, Boston, MA
Associate Professor (Fall 2010-Spring 2017)

Department of Visual and Media Arts, Emerson College, Boston, MA
Assistant Professor (Fall 2004-Spring 2010)

Institute for Multimedia Literacy, University of Southern California, Los Angeles, CA
Postdoctoral Fellow (August 2003-June 2004)

MFA Department, Graduate Film Program, Art Center College of Design, Pasadena, CA
Visiting Professor (Summer 2004)

Department of Art History, Media Studies Program, Pomona College, Pomona, CA
Adjunct Professor (Fall 2002-Spring 2003)

Institute for Multimedia Literacy, University of Southern California, Los Angeles, CA
Assistant Lecturer (Spring 2002- Spring 2003)

Department of Critical Studies, School of Cinematic Arts, University of Southern California, Los Angeles, CA
Teaching Assistant (Fall 1997- Fall 2001)

Selected Grants

A full list of funders and projects is available upon request.

Collaborative Critical Making to Transform Narratives of Gun Violence, Stavros Niarchos Foundation, \$200,000, 2022-24

Transforming Narratives of Gun Violence, The Boston Foundation, \$40,000, 2022

The Deep Listening Project. Climate Grand Challenge, Massachusetts Institute of Technology, \$100,000. 2021.

Partnered Studios in Higher Education. The Davis Education Foundation. \$231,000. 2021-24.

Sociotechnical infrastructure for policy co-creation in cities, Robert Wood Johnson Foundation, \$172,000. 2020-21.

(in)Visible: Learning Hub Cluj. Foundation Botnar. \$70,000. 2020-21

Making Information Deserts Visible, National Science Foundation (Award: #1816080). \$91,968. 2018-21.

Engaging Online, News Integrity Initiative. \$27,000. 2020

Finding Common Ground, The Bosch Foundation. \$66,400. 2018-19

Learning Not to Wait: Opening New Pathways, Robert Wood Johnson, \$32,161. 2019.

Hygiene with Chhota Bheem, UBS Optimus Foundation, \$643,891. 2017-19.

Smart City Playbook, Knight Foundation. \$75,000. 2018.

(Port)Land of Opportunity. City of Portland, ME. \$35,000. 2018.

Beta Blocks: Playful Smart City, Knight Foundation, \$200,000. 2018-19.

Participatory Pokemon Go. Niantic. \$57,000. 2017.

Civic Media: Defining the Field. MacArthur Foundation. \$250,000. 2016-18.

Handwashing with Ananse. UNICEF. \$120,000. 2015-17.

Results Based Financing Health Game. World Bank. \$386,000. 2015.

Roadmap for Public Engagement, Living Cities. \$90,000. 2015-16.

Exploring Games and Civic Engagement, Knight Foundation, \$600,000. 2012-14

Participatory Chinatown: Games for Civic Participation. MacArthur Foundation. \$150,000. 2011-12

Books

Gordon, E. (in process). *Generative Listening: How We Can Use New Tech to Humanize our Democratic Institutions*. Cambridge, MA: MIT Press.

Gordon, E. and Mugar, G. (2020). *Meaningful Inefficiencies: Civic Design in an Age of Digital Expediency*. New York: Oxford University Press.

Gordon, E. and de Souza e Silva, A. (2011) *Net Locality: Why Location Matters in a Networked World*. Malden, MA: Blackwell Publishers.

Gordon, E. (2010) *The Urban Spectator: American Concept-cities from Kodak to Google*. Hanover, NH: Dartmouth College Press.

Edited Books

Gordon, E. and Rapti, V. (Eds.) (2021). *Ludics: Play as Humanistic Inquiry*. New York: Palgrave-Macmillan.

Gordon, E. and Mihailidis, P. (Eds.) (2016). *Civic Media: Technology, Design, Practice*. Cambridge, MA: MIT Press.

Peer Reviewed Articles and Conference Proceedings

de Kreek, M., Ferry van de Mosselaer, F., Newell, K., de Waal, M., **Gordon, E.**, Vlachokyriakos, V., Hamm, A., Ferri, G., Jaskiewicz, T., Smeenk, W., and Choi, J. (2024) What is Next for Civic Design?, in Gray, C., Hekkert, P., Forlano, L., Ciuccarelli, P. (eds.), DRS2024: Boston, 23–28 June, Boston, USA. <https://doi.org/10.21606/drs.2024.1577>

Gordon, E., Gardner, R., Sacks, C., Chery, C., Masiakos, P. (2024). Collaborative Critical Making in Higher Education: A case study of a community-centered storytelling effort to transform harmful narratives of gun violence in Boston. *CoDesign*. DOI: 10.1080/15710882.2024.2329559

Gordon, E., Harlow, J., Whitman, S., Lee, M. (2024). Data Discretion: Screen-Level Bureaucrats and Municipal Decision-Making. *Digital Government: Research and Practice*. DOI: 10.1145/3652950

Harlow, J., Lewis, D., Ryvola, R., and **Gordon, E.** (2023). Applied Visual Art for Codesign: Three Case Studies of Emergent Practices. *CoDesign*, DOI: [10.1080/15710882.2023.2284921](https://doi.org/10.1080/15710882.2023.2284921)

Kensicki, A., Harlow, J., Akhilandeswari, J. Peacock, S., Cohen, J., Weissman, R., **Gordon, E.** (2022). Exploring the Impacts of Educational Simulations on The Development of 21st Century Skills and Sense of Self-Efficacy, *Journal of Political Science Education*, DOI: [10.1080/15512169.2022.2080071](https://doi.org/10.1080/15512169.2022.2080071)

Gordon, E., Harlow, J., Cristoforetti, E. and Teng, M. (2021). Towards a Collaborative Smart City: A play-based urban living laboratory in Boston. *International Journal of Human Computer Interaction*. <https://doi.org/10.1080/10447318.2021.2012384>

Teng, M. and **Gordon, E.** (2021). “Therapeutic Virtual Reality in Prison: Participatory design with incarcerated women. *New Media and Society*. 23 (8).

Hersey, S. and **Gordon, E.** (2021). “Air Partners: community-driven air quality monitoring, mitigation, and collaborative governance.” Proceedings of the Communities and Technologies Conference. Seattle, WA.

Gordon, E. and Harlow, J. (2020). Digital Interventions in the Global South: A Case Study from Rural India. *Computer Supported Cooperative Work*, Civic Technologies: Research, Practice and Open Challenges Workshop. <https://arxiv.org/pdf/2012.00515.pdf>

Lee, M., Harlow, J., **Gordon, E.** Wang, J., Johnston, E., Janzen, S., Winter, S. (2020). Toward Understanding Civic Data Bias in 311 Systems: An Information Deserts Perspective. *Computer Supported Cooperative Work*, Civic Technologies: Research, Practice and Open Challenges Workshop. <https://arxiv.org/pdf/2012.00515.pdf>

Gordon, E. and Lopez, R. (2019). “The Practice of Civic Tech: Tensions in the Adoption and Use of New Technologies in Community-Based Organizations. *Media and Communications*. 7 (3).

D’Ignazio, C., **Gordon, E.** and Cristoforetti, E. (2019). “Seamful Interfaces for a Community-Centered Smart City.” In *Urban Interfaces: Media, Art and Performance in Public Spaces*, edited by Verhoeff, Nanna, Sigrid Merx, and Michiel de Lange. *Leonardo Electronic Almanac*, 22 (4).

Teng, M., Hodge, J., and **Gordon, E.** (2019). “Participatory Design of a Virtual Reality-Based Reentry Training

with a Women's Prison." In Proceedings of CHI'19 Extended Abstracts, May 4-9, 2019, Glasgow, Scotland, UK.

Gordon, E., Haas, J., & Michelson, B. (2017). Civic Creativity: Role-Playing Games in Deliberative Process. *International Journal Of Communication*, 11 (19). Retrieved from <http://ijoc.org/index.php/ijoc/article/view/7344>

O'Brien, D., Sands, M., Offenhuber, D., Baldwin-Philippi, J., **Gordon, E.** (2016). "Uncharted Territoriality in Coproduction: The Motivations for 311 Reporting." *Journal of Public Administration Research and Theory*.

Vlachokyriakos, V., Crivellaro, C., Le Dantec, C., **Gordon, E.**, Wright, P., and Olivier, P. (2016). "Digital Civics: Citizen Empowerment With and Through Technology." In *Proceedings of the 2016 CHI Conference Extended Abstracts on Human Factors in Computing Systems* (CHI EA '16). ACM, New York, NY, USA, 1096-1099.

Gordon, E., Michelson, B., and Haas, J. (2016). @Stake: A Game to Facilitate the Process of Deliberative Democracy. In *Proceedings of the 19th ACM Conference on Computer Supported Cooperative Work and Social Computing Companion* (CSCW '16 Companion). ACM, New York, NY, USA, 269-272.

Gordon, E., Mihailidis, P. (2016). "How is That Useful Exactly? Civic Media and the Usability of Knowledge in Liberal Arts Education." *Journal of Digital and Media Literacy*. Ed. Henry Jenkins.

O'Brien, D., **Gordon, E.**, Baldwin-Philippi, J. (2014). "Caring About Community, Counteracting Disorder: 311 Reports of Public Issues as Expressions of Territoriality." *Journal of Environmental Psychology*, 8 (3).

Gordon, E. and Baldwin-Philippi, J. (2014). "Playful Civic Learning: Enabling Lateral Trust and Reflection in Game-based Public Participation." *International Journal of Communication*, 8, 759-786.

Gordon, E. (2013). "Beyond Participation: Designing for the Civic Web," *Journal of Digital and Media Literacy* (Feb 1).

Harry, D., **Gordon, E.**, Schmandt, C. (2012). "Setting the Stage for Interaction: A Tablet Application to Augment Group Discussion in a Seminar Class," *Proceedings of Community Supported Cooperative Work*, Seattle, WA.

Gordon, E. and Schirra, S. (2011). "Playing With Empathy: Digital Role-Playing Games in Public Meetings," *Proceedings of Communities and Technologies 2011*, Brisbane, Australia.

Gordon, E., Schirra S. and Hollander, J. (2011). "Immersive Planning: A Conceptual Model for Designing Public Participation with New Technologies," *Environment and Planning B*, 38(3) 505-519.

Gordon, E. and Manosevitch, E. (2010). "Augmented Deliberation: Merging Physical and Virtual Interaction to Engage Communities in Urban Planning," *New Media & Society*.

Gordon, E. and Bogen, B. (2009) "Designing Choreographies for the 'New Economy of Attention,'" *Digital Humanities Quarterly*, 3.2: 25 pars. <<http://digitalhumanities.org/dhq>>.

Gordon, E. (2008). "Towards a Theory of Network Locality" *First Monday*, 10.6: 18 pars. <http://firstmonday.org/htbin/cgiwrap/bin/ojs/index.php/fm/article/view/2157/2035>.

Gordon, E and Koo, G. (2008). "Placeworlds: Using Virtual Worlds to Foster Civic Engagement," *Space and Culture*, 11.3: 204-221.

Gordon, E. (2007). "Mapping Digital Networks: From Cyberspace to Google" *Information, Communication and Society* 10.6: 885-901.

Gordon, E. (2005). "Toward a Networked Urbanism: Hugh Ferriss, Rockefeller Center, and the 'Invisible Empire of the Air'" *Space and Culture: International Journal of Social Spaces*, 8.3: 248-268.

Non-Peer Reviewed Articles / Reports

Masiakos, P., Chéry, C., Gardner, R., **Gordon, E.** (2024). "Transforming Narratives of Gun Violence." *New England Journal of Medicine*. August 22.

Gordon, E & Guarna, T. (2022). "Solving for Trust: Innovations in Smart Urban Governance." Knight Foundation White Paper.
<https://knightfoundation.org/articles/with-trust-in-government-waning-can-new-technologies-make-it-easier-to-govern/>

Gordon, E., Bulc, B., Guarna, T. (2022). "Activating Values in Urban Transitions: A Novel Approach to Urban Innovation in Romania," Fondation Botnar Whitepaper, Switzerland. <http://ourcluj.city>

Gordon, E., Paradis, J., Lim, Y. (2021). "The Deep Listening Project: Co-Designing Communication Tools and Procedures with Indigenous and Frontline Communities for Collaborative Climate Adaptation." Climate Grand Challenge White Paper Series. MIT.

Gordon, E., Harlow, J., Chrisoforetti, E., Teng, M. (2020). "Civic Smart City: Beta Blocks Case Study." Engagement Lab White Paper Series, no. 4.

Gordon, E. (2019). "Civic Organizations and Digital Technologies in an Age of Distrust" *Media and Communications*, 7(3).

Lawrence, R, **Gordon, E.**, Devigal, A. Mellor, C. Elbaz, J. (2019). "Building Engagement: Supporting the Practice of Relational Journalism." Agora Journalism Center. <http://bit.ly/building-engagement>

Gordon, E. and Mugar, G. (2018). "Civic Media Practice: Identification and Evaluation of Media that Facilitates Democratic Process." Engagement Lab White Paper Series, no. 1.
<https://elab.emerson.edu/projects/civic-media-practice>

Racin, L. and **Gordon, E.** (2018). "Community Academic Research Partnerships in Digital Contexts: Opportunities, Limitations, and New Ways to Promote Mutual Benefit." Engagement Lab White Paper Series, no. 2. <https://elab.emerson.edu/projects/mou>

Gordon, E., Dignazio, D. Mugar, G. and Mihailidis, P. (2017). "Civic Media Art and Practice: Toward a Pedagogy for Civic Design." *Interactions* 24 (2): 66–69.

Gordon, E. (2016). Accelerating Public Engagement: a Roadmap for Local Government. Living Cities.
<http://engage.livingcities.org>

Suarez, P., Otto, F., Kalra, N., Bachofen, C., **Gordon, E.**, and Mudenda, W. (2015). "Loss and Damage in a Changing Climate: Games for Learning and Dialogue that Link HFA and UNFCCC. Red Cross / Red Crescent Climate Centre Working Paper Series No. 8.

Gordon, E. (2015). "Participation and Engagement: Defining Programs and Values (April 1). Berkman Center Research Publications No. 2015-6. Available at SSRN:
http://papers.ssrn.com/sol3/papers.cfm?abstract_id=2585686

Gordon, E., Baldwin-Philippi, J., and Balestra, M. (2013). "Why We Engage: How Theories of Human Behavior Contribute to Our Understanding of Civic Engagement in a Digital Era (October 22). Berkman Center Research Publication, No. 21. Available at SSRN: <http://ssrn.com/abstract=2343762>.

Gordon, E. and Baldwin-Phillip, J. (2013). "Making a Habit Out of Engagement: How the Culture of Open Data is Re-Framing Civic Life." In *Beyond Transparency: Open Data and the Future of Civic Innovation*, eds. Jen Pahlka and Brett Goldstein. O'Reilly Media.

Baldwin-Philippi, J. and **Gordon, E.** (2013). "Designing Citizen Relationship Management Systems to Cultivate Good Civic Habits." Boston Area Research Initiative Policy Brief. Radcliffe Institute for Advanced Studies, Harvard University.

Gupta, J., Bouvier, J., and **Gordon, E.** (2012). "Exploring New Modalities of Public Engagement: An Evaluation of Digital Gaming Platforms on Civic Capacity and Collective Action in the Boston Public School District."

Gordon, E. (2003) "Introduction: The Geography of Virtual Worlds," *Space and Culture*, 11.3: 200-203.

Gordon, E. (2001) "Spatial Experience: Media and the Production of Place," *Spectator: The University of Southern California Journal of Film and Television*, 21.1.

Book Chapters

Gordon, E. and Guarna, T. (2022). "Care-ful Governance in the Smart City." In G. Hallegua (Eds.) *Media and the City*. New York: Routledge.

Gordon, E. (2021). "Palace of the Mind: An Essay on Play and Learning." In P. Mihailidis, S. Shrestova, and M. Fromm (Eds.) *Transformative Media Pedagogies*. New York, NY: Taylor and Francis.

Gordon, E. (2021). "Civic Technology." In P. Harris, A. Bitonti, C. Fleischer, and A. Binderkrantz (Eds.) *Palgrave Encyclopedia of Interest Groups*. New York: Palgrave.

Peacock, S., Harlow, J., & **Gordon, E.** (2020). Beta Blocks: Inviting Playful Community Exploration of Smart City Technologies in Boston, USA. In A. Nijholt (Ed.), *Making Smart Cities More Playable: Exploring Playable Cities* (pp. 131–147). Singapore: Springer Singapore. https://doi.org/10.1007/978-981-13-9765-3_7

Gordon, E. (2020). "Play," in V. Tassinari and E. Staszowski (Eds.) *A Lexicon for Designing in Dark Times*. London: Bloomsbury Press.

Gordon, E. (2019). "Playable Problems: Game Design Thinking for Civic Problem Solving." in M. Ruth and S. Goessling-Reisemann (Eds.) *Handbook on Resilience of Socio-Technical Systems*. Northampton, MA: Edward Elgar Publishing.

Gordon, E. and Walter, S. (2019). "Meaningful Inefficiencies: Resisting the Logic of Technological Efficiency in the Design of Civic Systems," in I. de Vries (ed). *The Playful Citizen*. Amsterdam: University of Amsterdam Press.

Gordon, E. and Mugar, G. (2019). "Civic Media," in *Encyclopedia of Media Literacy*. R. Hobbs and P. Mihailidis (Eds.). New York: Wiley-Blackwell.

Gordon, E. and Walter, S. (2016). "Meaningful Inefficiencies: Resisting the Logic of Technological Efficiency in the Design of Civic Technology," In E. Gordon and P. Mihailidis (Eds.) *Civic Media: Technology, Design, Practice*. Cambridge, MA: MIT Press.

Gordon, E. (2016). "Civic Engagement," in A. de Souza e Silva (Ed.), *Debates on Mobile Communication*. New York: Routledge.

Gordon E. (2014) "The Database City," in *Transmedia Frictions: The Digital, the Arts, and the Humanities*. Berkeley: University of California Press.

De Souza e Silva, A. and **Gordon, E.** (2013), "Net Locality," in *Routledge Handbook of Mobilities*. New York: Routledge.

Gordon, E. and Schirra, S. (2013), "Game-based Civic Learning in Public Participation Processes," In P. Mihailidis and B. de Abreau (Eds.) *On Media Literacy*. New York: Routledge.

Gordon, E. and de Souza e Silva, A (2012). "The Urban Dynamics of Net Localities: How Mobile and Location-Aware Technologies Are Transforming Places." In R. Wilken and G. Goggin (Eds.), *Mobile Technology and Place*. New York: Routledge.

de Souza e Silva, A. and **Gordon, E.** (2012) "The Waning Distinction Between Private and Public: Net Locality and the Restructuring of Space," In K. Gates (Ed.), *Media Studies Futures*. Malden, MA: Blackwell.

Gordon, E., (2009) "Redefining the Local: The Distinction Between Located Information and Local Knowledge in Location-Based Games," In A. de Souza e Silva and D. Sutko (Eds.) *Digital Cityscapes*. New York: Peter Lang, 21-36.

Gordon, E. (2009) "The Metageography of the Internet: Mapping from Web 1.0 to 2.0." In J. Döring and T. Thielman (Eds.), *Medien Geographie: Theorie, Analyse, Diskussion*. Bielefeld, Germany: [Transcript] Verlag, 397-412.

Gordon, E. (2007) "Cartographic Navigation: Mapping Experience in Digital and Urban Space," In G. Burd (Ed.) *Urban Communication Reader*. Cresskill, NJ: Hampton Press, 129-140.

Gordon, E. (2003) "Fortifying Community: African American History and Culture in Leimert Park." In D. James (Ed.), *The Sons and Daughters of Los*. Philadelphia, PA: Temple University Press, 63-84.

Book Reviews

Gordon, E. (2012) *Digital Tools in Urban Planning* by Sirkuu Wallin, Lisa Horelli and Joanna Saad-Sulonen, *Environment and Planning B*.

Gordon, E. (2006) *The Geography of the Internet Industry* by Mathew Zook, *New Media and Society*, 8.4: 853-856.

Invited Lectures/Discussions

Invited Lecture, "Generative Listening," Tufts University Science, Technology, and Society Program (September 2024)

Invited Lecture, "Can Liberal Arts Colleges Support Engaged Learning *and* Impact?" Lafayette College (September 2024)

Lecture and workshop, Building Bridges: Addressing Gun Violence Through Storytelling. University of Virginia (April 2024).

Keynote Speaker, [Trust By Proxy](#): How AI, Web3, and Influencers are Shaping Smart Governance, and What to Do About It. Network Mobilities Lab Spring Lecture Series. North Carolina State University (March 2023)

Invited Speaker, "[What Would It Mean for Smart Cities to Actually Listen to People?](#)" Center for Urban Science and Progress, New York University. (November 2021)

Invited Speaker. "From Lockbox to Sandbox: How Playful Design Can ReBuild Trust in Institutions that Produce and Keep Knowledge." House of European History, Brussels, Belgium. (February 2021).

Invited Speaker. "The Care-ful City: Centering care ethics in urban governance." Zube Lecture at University of Massachusetts, Amherst (March 2021).

Meaningful Inefficiencies Book Tour. Talks at Emerson College, Stanford, UC Davis, IDEO, Microsoft Research (Feb 2020). Rest of tour cancelled.

Invited Speaker. "Meeting People Where They Are." Knight Forum on Public Spaces. Philadelphia, PA (June 2019).

Plenary panelist. "Civic Design in an Age of Mistrust," *People Powered Publishing*, Columbia College, Chicago, IL (November 2018).

Invited Speaker, "Meaningful Inefficiencies: Designing Democracy in the Smart City," *Smart Cities – Beyond the Standard Model*. Colegium Helveticum, ETH Zurich (May 2018).

Plenary Panelist, "Meaningful Inefficiencies: Play and Encounter in the Smart City," *Collective Intelligence 7*, New York, NY (June 2017).

Invited Speaker, "Using Games to Engage the Public," White House Innovation Office, Washington, DC (September 2016)

Invited Speaker, "Games and International Development," Games for Change 2016, New York, NY (June 2016).

Key participant, "Community IRB in Boston," Workshop on Ethical Review Processes for Community Data, Stanford Center on Philanthropy and Civil Society, Palo Alto, CA (May 2016).

Keynote, "Civic Media and the Liberal Arts," Media Education Summit, Boston, MA (November 2015).

Keynote, "Meaningful Inefficiencies." Play, Perform, Participate, University of Utrecht, Netherlands (April 2015).

Lecture, "'Keeping Up' and 'Keeping it Real': An Analysis of the Social Life of Civic Media." Center for Civic Media, MIT (November 6, 2014).

Lecture, "Games and Development," United Nations Development Program, Thimpu, Bhutan (September 2014).

Lecture, "Games and Development," United Nations Development Program, Cairo, Egypt (September 2014).

Lecture, "Games and Development," University of Lugano, Lugano Switzerland (June 2014).

Lecture, "The Work of Games" Free University of Amsterdam, Amsterdam, NL (June 2014).

Invited Moderator, "Research Participation and Engagement" *Digitally Connected*, UNESCO and Berkman Center Conference on Youth, Harvard University, Cambridge, MA (April 2014).

Plenary Panelist, "Playing for Keeps: Games and Real World Action" *Digital Media and Learning Conference*, Boston, MA (March 2014).

Invited Speaker, "Developing Games / Gaming Development" United Nations Development Program, United Nations, New York, NY (October 2013).

Invited Speaker, "Future of Civic Technologies," Best Minds Conference, Raleigh, NC (September 2013).

Keynote Speaker, "Games and Civic Life." Salzburg Global Seminar on Media Literacy, Salzburg, Austria (August 2013).

Invited Speaker, "Play, Games and Policy." Workshop on Behavioral Economics and Gamification for Development. United Nations Development Program. Bratislava, Slovakia (June 2013).

Invited Speaker, "Transforming Local Civic Engagement Through an Online Game," Berkman Center for Internet and Society, Harvard University, Cambridge, MA (March 2013).

Invited Panelist, "New Tools for Democratic Participation," National League of Cities Conference, Boston, MA (November 2012)

Invited Speaker, "Games and Public Participation," *World Town Planning Day Online Conference* (November 2012)

Invited Speaker, *Social Media for Teaching and Learning* (<http://plsevents.pearsonlearningsolutions.com/plsevents/social-media/index.jsp>), Boston, MA (October 2012).

Invited Speaker, *Mayor's Innovation Project*, Eugene, OR (June 2012)

Invited Discussant, *OPCity: Figuring the Urban Future*, University of Toronto, Toronto, CANADA (April 2012).

Invited Speaker, "Designing Play That Matters: Community PlanIt and the Boston Public Schools," Rappaport Institute of Greater Boston at the Harvard Kennedy School, Cambridge, MA (March 2012).

Invited Panelist, "Avatars of the Urban: New Metro Media," Association of Collegiate Schools of Architecture Conference, Boston, MA (March 2012).

Invited Speaker, "3 Technologies for Democracy" TED Master Class, TED Conference, Long Beach, CA (March 2012).

Keynote Speaker, "The Place of Technology in the Liberal Arts: Designing Attention and Learning in the Modern Classroom," Holy Cross, Worcester, MA (January 2012).

Invited Panelist, "Learning, Assessment and Serious Games, Challenges, Assumptions and Charting Directions," New England Association of Schools and Colleges, Boston, MA (December 2011)

Invited Lecture, "Community PlanIt: How Can a Planning Process Based on an Online Game Encourage Different Interest Groups to Influence School Policy and Improvement Strategies?" *Media Literacy 2011*, MIT, Cambridge, MA (October 2011).

Moderated Lunch, "How to Design Interactive Media That Improve Place-Based Experiences and Encourage Local Civic Engagement" Reimagining the City – University Connection: Integrating Research, Policy, and Practice," Harvard Kennedy School, Cambridge MA (October 2011).

Invited Lecture, "Beyond Participation: Designing Local Engagement for a Mobile Culture," *Mobility Shifts: An International Future of Learning Summit*, New York, NY (October 2011).

Keynote Panelist, "Net Locality and the Aesthetics of Community Engagement," LOOK BETTER / Interdisciplinary Visual Research Symposium, University of Cincinnati, Cincinnati, OH (October 2011).

Invited Lecture, "Enhancing Community Meetings Through Interactive Games," Digital Communications Workshop, Harvard Kennedy School, Cambridge MA (September 2011).

Keynote Lecture, "The Challenge of Designing Local Engagement for Networked Communities," Community and Technologies 2011, Queensland University of Technology, Brisbane, Australia (June 2011).

Keynote Lecture (with David Bogen), "Intimacy, Expertise, and the 'Problem' of Attention: Designs for Post-Industrial Education," eTeaching Conference, Boston College (May 2011).

Invited Panelist, "Immersive Planning Engagement Strategies," *American Planning Association*, Boston, MA (April 2011).

Keynote Lecture, "Engaging Community Online and Off," *California Redevelopment Association*, San Jose, CA (March 2011).

Invited Panelist, "Engaging Communities With Games and Social Media," Digital Media and Learning Conference, Long Beach, CA (March 2011).

Invited Lecture, "Why Location Matters in a Networked World," Trendy Topics T2, <http://www.trendytopics.info/schedule.htm> (February 2011).

Keynote Lecture, "Designing Attention & Learning in the Modern Classroom: Emerging Social Rituals and Their Influence on Classroom Learning" 2011 Academic Technology Institute, Lesley University, Cambridge, MA (January 2011).

Invited Lecture, "She's Got LEGs and She Knows How to Use Them: How Neighborhoods Can Build Local Engagement Games to Build Community and Plan for the Future" Comparative Media Studies Communication Forum, MIT, Cambridge, MA (November 2010).

Invited Lecture, "Mobile & Local Engagement Games -- to Build Community and Plan for the Future," University of Southern California, Los Angeles, CA (October 2010).

Invited Lecture, "Local Engagement Games," Cal Poly San Luis Obispo, San Luis Obispo, CA (October 2010).

Invited Lecture, "Democratic Participation Through Digital Games and Virtual Environments," Central Coast Bioneers, San Luis Obispo, CA (October 2010).

Invited Lecture, "Attention and the Classroom," Collaborative Learning Center, Yale University, New Haven, CT (October 2009)

Invited Panelist, "Technology for Participatory Planning and Civic Engagement." *Open Cities: New Media's Role in Shaping Urban Policy.* Washington, DC (October 2009)

Invited Panelist, "The Country Mouse Meets the City Mouse Meets the Virtual Mouse and the Journalist Mouse" to honor the work of *New Yorker* critic Paul Goldberger. AEJMC, Boston, MA (August 2009).

Plenary Panelist, "Hub2: Augmenting Public Deliberation Through Immersive Gaming," *Communicative Cities:*

Integrating Technology and Place, Ohio State University, Columbus, OH (June 2009).

Invited Panelist, "The Future of Attention, *The Future of Everything*, NERCOMP, Norwood, MA (May 2009).

Invited Panelist, "Hub2," *Stepping Into Virtual Worlds*, Cambridge Science Festival, MIT Museum (May, 2009).

Invited Respondent, *Mediated Spaces*, Cambridge Talks, Graduate School of Design, Harvard University (April 2009).

Lecture, "Network Locality," Media and Civic Engagement, University of Massachusetts, Boston (March 2009).

Lecture, "Redefining the Local: Local Culture in Networked Media," Communication Symposium, DePaul University, Chicago, IL (February 2009)

Invited Panelist, "Augmented Deliberation and Urban Planning" Baltimore Design Group, Baltimore, MD (February 2009 via *Second Life*)

Lecture, "Network Locality," Internet Studies Program, Brandeis University (November 2008).

Lecture, "Hub2," Center for Future Civic Media, MIT (September 2008)

Lecture, "Bridging Civil Society and Government with New ICTs: Reports from the Field," Berkman Center for Internet and Society, Harvard University (August 2008).

Workshop, "Virtual Worlds and Government," Fusion Arts Program (funded by the US State Department), Rhode Island School of Design, (August 2008).

Lecture, "Hub2: Using Virtual Worlds to Foster Civic Engagement," Civic Engagement Research Group, Tufts University (April 2008)

Lecture, "Hub2: Using Virtual Worlds to Foster Civic Engagement," Berkman Center for Internet and Society, Harvard University (November 2007)

Lecture, "Social Media in Academia" NERCOMP Special Interest Group (May 2007)

Lecture, "The Digital Possessive: Private Spaces in Public Space" Upgrade! Boston, Art Interactive (March 2007).

Lecture, "Classroom 2.0: How Online Social Networks are Transforming Academic Life," Hamilton College, Clinton NY (February 2007).

Invited Panelist, "Social Software in the Classroom: Happy Marriage or Clash of Cultures?" NERCOMP Special Interest Group: Social Software, Amherst, MA (November 2006).

Lecture, "Interface Design: Cities, Film and Digitality," University of Southern California (February 2004).

Invited Panelist, "The Database City: Narrative, Interactivity and the Renewal of Hollywood Boulevard,"

Spaces of Culture, Northwestern University, Chicago, IL (December 2003).

Peer-reviewed Conference Presentations

Gordon, E., et. al. "Transforming Narratives of Gun Violence: Establishing Infrastructure for Sustainable Collaborative Design in Higher Ed." *Design Research Society, Northeastern University* (June 2024).

Gordon, E., Edell, D., Gardner, R., Delsesto, M. "Media Pedagogy and Narrative Transformation. *Society for Cinema and Media Studies*, Boston, MA (March 2024).

Gordon, E., Edell, D., Gardner, R., Yang, J. "Transformative Pedagogy around Gun Violence." *Imagining America*, New Orleans, LA (October 2022).

Gordon, E., Paradis, J., Kim, Y., Guarna, T. "The Deep Listening Project: Communication Infrastructure and Climate Adaptation." International Communications Association. Paris, France (May 2022)

Lawrence, R., **Gordon, E.** Harlow, J. "How Engagement Journalists are Navigating Digital Transitions in Times of Crisis." International Communications Association. (May 2021).

Gordon, E. and Gardner, R. "Towards a Network of Collaborative Governance in Boston." Boston Area Research Initiative. Northeastern University (May 2021).

Gordon, E., Democratizing Manifestation of Technology in the Public Realm. *Frontiers of Democracy*. Boston, MA (June 2019).

Gordon, E., Beta Blocks: Participatory Design of the Smart City. *Media in Transition*. Cambridge, MA (May 2019).

Gordon, E., "The Practice of Civic Tech: Tensions in the Adoption and Use of New Technologies in Community-Based Organizations," International Communication Association, Prague, CZ (May 2018).

Gordon, E., "@Stake: A Game to Facilitate the Process of Deliberative Democracy," Computer Supported Cooperative Work, San Francisco, CA (March 2016), pp. 269-272

Gordon, E., "The Urban as an Emergent Key Concept for Media Theory," International Communication Association, Fukuoka, Japan (June 2016).

Gordon, E., "Building Civic Participation Through Mobile Reporting Apps: Efficient, Engaging or Both?," International Communication Association, San Juan, Puerto Rico (May 2015).

Gordon, E., "Building Civic Participation Through Mobile Reporting Apps," International Communication Association, Seattle, WA (June 2014).

Gordon, E., "Beyond Participation: How an Online Game Transformed Urban Planning in Detroit," International Communication Association, London, UK (June 2013).

Gordon, E., "Play to Plan: How Games Can Change Public Participation in Urban Planning," Games for Change X. New York, NY (June 2013).

Gordon, E., "Mapping as a Strategy for Youth Engagement: Contributing Data to Real City Problems as Civic Learning," Digital Media and Learning 2013, Chicago, IL (March 2013).

Gordon, E., "Building Civic Cities: The New Urban Mechanics Collaborative as a Model for Scaling Civic Engagement Across Cities," Digital Media and Learning 2013, Chicago, IL (March 2013)

Gordon, E., "Exploring a Tablet Application for the Seminar Classroom," New Media Consortium, Cambridge, MA (June 2012).

Gordon, E., "Net Localities and the Design of Local Community Engagement," *Critical Geography Conference*, Worcester, MA (November 2011).

Gordon, E., "Local Engagement Games," *National Communication Association*, San Francisco, CA (November 2010)

Gordon, E., "Privacy and Publicity in Net Local Spaces," *National Communication Association*, Urban Communication Pre-Conference Seminar, San Francisco, CA (November 2010)

Gordon, E., "Participatory Chinatown" *Games for Change*, New York, NY (May 2010)

Gordon, E., "Immersive Planning" *Humanities + Digital*, MIT, Cambridge, MA (May 2010)

Gordon, E., "The Database City: Hollywood Boulevard as Platform for Digital Interaction," Society for Cinema and Media Studies, Los Angeles, CA (March 2010).

Gordon, E., "Social Mapping: Net-local Interfaces," National Communication Association, Chicago, IL (November 2009).

Gordon, E., "Net-Local Public Spaces" with Adriana de Souza e Silva, National Communication Association, Urban Communication Pre-conference seminar, Chicago, IL (November 2009).

Gordon, E., "From Mobile Culture to Location Culture: A New Paradigm for Networked Interaction" with Adriana de Souza e Silva, Association for Internet Researchers, Milwaukee, WI (October 2009).

Gordon, E., "Designing Choreographies of Attention," Media in Transition Conference, MIT (April 2009).

Gordon, E., "Network Locality: Local Politics and Culture in Digital Networks" National Communication Association (pre-conference seminar, Urban Communication Foundation), San Diego, CA (November 2008).

Gordon, E., "Virtual Collaboration in Physical Spaces: Working with Communities to Design Public Spaces in Boston" National Communication Association, San Diego, CA (November 2008).

Gordon, E., "The Digital Lyceum Project: Integrating Backchannels into the Classroom and Live Event," New

Media Consortium, Princeton, NJ (June 2008).

Gordon, E., "Placeworlds: Virtual Worlds and Urban Design" Society for Cinema and Media Studies, Philadelphia (March 2008)

Gordon, E., "Hub2: Using Virtual Worlds to Foster Civic Engagement" 4th International Technology, Knowledge and Society Conference, Boston (January 2008)

Gordon, E., "The Digital Possessive: Spectatorship in Digital Media," National Communication Association, Chicago (November 2007)

Gordon, E., "The Playful Spectator: Kodaking and Mobility" Media in Transition 5, MIT (April 2007).

Gordon, E., "Mapping Digital Networks," Society for Cinema and Media Studies, Chicago, IL (March 2007).

Gordon, E., "City in Motion: Kodak, Cinema and the 'Great White Way,'" National Communication Foundation (pre-conference seminar, Urban Communication Foundation), San Antonio, TX (November 2006).

Gordon, E., "Interactive Documentary Workshop," SIGGRAPH, Boston, MA (August 2006)

Gordon, E., "My Network," Media Ecology Association, Boston, MA (June 2006)

Gordon, E., "Beyond Course Management: Multimedia Pedagogy in Socially Networked Environments" New Media Consortium Summer Conference, Cleveland, OH (June 2006).

Gordon, E., "Becoming Data: Mapping, Navigation and Loss in the Networked Culture," Eastern Sociological Society, Boston, MA (February 2006).

Gordon, E., "Consuming Urban Experience: Photography, "The White City" and the Making of a Modern Urban Visuality," National Communications Association (pre-conference seminar, Urban Communication Foundation), Boston, MA (November 2005)

Gordon, E., "Chora-forms: Spectatorship in New Media Art," Visible Evidence, Concordia University, Montreal, Canada (August 2005)

Gordon, E., "Cartographic Navigation: Spectatorship in Digital and Urban Space," Visualising the City, University of Manchester, Manchester, UK (June 2005)

Gordon, E., "Cartographic Navigation," Media Ecology Association, New York (June 2005)

Gordon, E., "Presentation of MediaBASE" Social Software in the Academy, University of Southern California, Los Angeles, CA (May 2005)

Gordon, E., "Designing the User-Centered City" Society for Cinema and Media Studies, London, UK (March 2005).

Gordon, E., "The User-Centered City: Urban Interface Design in Xanadu" National Communications

Association (pre-conference meeting on Urban Communication), Chicago, IL (November 2004)

Gordon, E., “Towards a Theory of Critical Interface” Society for Cinema and Media Studies, Atlanta, GA (March 2004)

Gordon, E., “Cinema and Signs: Actuality Films and Times Square at the Turn of the 20th Century,” Association of American Geographers, New Orleans, LA (March 2003).

Gordon, E., “Experiencing the Image of the City: Photography, the “White City” and the Making of a Modern Urban Visuality,” Association of American Geographers, Los Angeles, CA (March 2002).

Gordon, E., “In Search of the Urban: Hollywood Boulevard and the Renewal of Public Experience,” Society for Cinema Studies, Washington DC (May 2001).

Gordon, E., “Remembering the Hollywood Dream: The Urban Entertainment District and the Science Fiction Imagination,” Landscapes and Politics, Edinburgh, Scotland (March 2001).

Gordon, E., “Presiding Over the Public Sphere: Real Courtroom Television After OJ,” Visible Evidence, Los Angeles, CA (August 1999).

Conference Organization and Curatorships

People’s Collaborative Governance Network. Boston, MA (2020-21)

Building Engagement. University of Oregon. Portland, OR (June 2019).

Civic Smart City. Harvard University. Cambridge, MA (March 2018).

Boston Civic Media: Technology, Design and Social Impact. Cambridge, MA (June 2016).

Boston Civic Media: Metrics and Methods. Cambridge, MA. (June 2015).

Digital Media and Learning: Connected Practices (curated track *Playing for Keeps: Gameful Design for Real World Action and Social Change*). Boston, MA. March 2014.

Technology for Engagement Summit (co-organizer), MIT / Knight Foundation, 2012.

Floating Points, annual new media lecture series (co-organizer), Emerson College, 2004-2009.

New Cities / New Media: an interdisciplinary conference and media exhibit (co-organizer and curator), funded by the USC Arts Initiative and the USC School of Architecture, University of Southern California (January 17-19, 2003).

The CAPTURE GROUP presents *Eye Confess*, video art exhibition, Side Street Live, Los Angeles, CA (February 2001).

Awards

Fulbright Specialist Award, Taipei, Taiwan, October 4-20, 2017

Best Direct Impact Game, *Participatory Chinatown*, Games for Change, 2011.

Community Partner Award from Asian Community Development Corporation, Boston, MA, 2010.

Research Award, *Hub2: Virtual Worlds and Deliberation*, Urban Communication Foundation, 2007.

Teaching

I have taught at Emerson College, Emerson Prison Initiative, Harvard University, Massachusetts Institute of Technology, University of Southern California, Pomona College, and Pasadena Art Center.

Undergraduate

Codesign Studio

Collaborative Documentary

The Future of Work, School, and Everything

Media Theory and Criticism (Emerson Prison Initiative, Concord, MA)

Participatory Research and Design

Games for Social Change

Ubiquitous Media

The Allure of Multitasking: Attention and Distraction in a Digital World

Studies in Digital Media and Culture

Aesthetics and History of New Media

History of Media Arts (1950-Present)

Invisible Cities

Introduction to Media Studies

Graduate

[Technology, Trust, and Governance](#)

Games for Social Change

Civic Media Co-Design Studio

Politics of Care and Empathy

Civic Media Seminar

Theories of Integrated Media

Studies in Digital Media and Culture

Aesthetics and History of New Media

Brechtian Cinema

Professional Service

Reviewer (Book Publishers)

Blackwell

Routledge

Oxford University Press

Yale University Press

MIT Press

Reviewer (Journals)

Mobile Media and Society
The Information Society
Journal of Location Based Services
New Media and Society
Information, Communication and Society
Space and Culture
Community Informatics
Cultural Geography
Environment and Planning D
Environment and Planning A
Convergence
Journal of Digital Media and Learning
International Journal of Communication

Reviewer (Professional Associations and Funders)

Community Supported Cooperative Work (CSCW)
Computer Human Interaction (CHI)
Digital Media and Learning
National Science Foundation (Geospatial Division)
National Science Foundation (Advancing Informal Stem Learning)
Association of Internet Researchers (AoIR)
National Endowment for Humanities (Digital Start-Up Grant)

Advisory Boards

Boston Area Research Initiative (2016-present)
Taiwan Institute for Governance and Communication Research (TiGCR) (2018-present)
(<http://tigcr.en.nccu.edu.tw/>)
Urban Communications Foundation (2005-2010)

Ph.D. Dissertation Committees

Marriam Asad, "Sculpting Reality from Our Dreams: Prefigurative Design for Civic Engagement."
Department of Digital Media, Georgia Tech, Atlanta, GA. Defended July 2019.

Elizabeth Barclay, "The Applicability of Gaming Simulation in Teaching and Learning in Urban and Regional Planning: a Ten-Year Case Study at the University of the Free State," Department of Urban and Regional Planning, University of the Free State, Bloemfontein, South Africa. Defended May 2014.

Ronald Schroeter, "An Interactive Urban Screen Application to Participate in Urban Planning,"
Queensland University of Technology, Brisbane, Australia, defended May 2012

Tim Lindgren, "Placeblogging: Local Economies of Place in the Network," Boston College, Boston, MA, defended April 2009.