

Emily Q. Wang

Department of Computer Science
King Building
10 North Professor Street
Oberlin College, Oberlin, OH 44074
ewang1@oberlin.edu
<https://greenteawarrior.github.io>

Current Position

Oberlin College

Summer 2022 - Present

Assistant Professor of Computer Science

Courses: Game Design; Inclusive Technology Design; Introduction to Computer Science

Research Areas: Museum Game Design; Accessibility of Academic Writing Tools; Collaborative Learning

Education

Northwestern University

Spring 2022

Ph.D., Technology and Social Behavior (joint Computer Science and Communication Studies)

Committee: Anne Marie Piper (chair), Marcelo Worsley, Michael Horn, Kathryn Ringland, Sara Hendren

Dissertation: *Reimagining Neurodiverse Academics: A Case Analysis and Co-Design with Dyslexic Adults*

Northwestern University

Summer 2021

M.Sc., Technology and Social Behavior (joint Computer Science and Communication Studies)

Olin College of Engineering

Spring 2016

B.S., Engineering with a Concentration in Computing

Self-designed major with computer science, electrical engineering, human-centered design, and psychology

Peer-Reviewed Publications

Emily Q. Wang and Aron S. Marie. 2025. Infrastructuring for Access: Co-Designing Writing Tools with a Dyslexic Academic. Under Review for *Proceedings of the ACM on Human-Computer Interaction*, CSCW. 25 pages.

Emily Q. Wang and Anne Marie Piper. 2022. The Invisible Labor of Access in Academic Writing Practices: A Case Analysis with Dyslexic Adults. In *Proceedings of the ACM on Human-Computer Interaction*, Vol. 6, No. CSCW1, Article 120, April 2022. 25 pages. <https://doi.org/10.1145/3512967>

Kit Martin, **Emily Q. Wang**, Connor Bain, and Marcelo Worsley. 2019. Computationally Augmented Ethnography: Emotion Tracking and Learning in Museum Games. In *Advances in Quantitative Ethnography (Communications in Computer and Information Science)*: 141–153. https://doi.org/10.1007/978-3-030-33232-7_12

Honorable Mention for Best Student Paper Award

Kit Martin, **Emily Q. Wang**, Connor Bain, and Marcelo Worsley. 2019. Analyzing Affective States Alongside Qualitative Analysis. *Companion Proceedings for the 9th International Conference on Learning Analytics & Knowledge (LAK19)*.

Emily Q. Wang and Anne Marie Piper. 2018. Accessibility in Action: Co-Located Collaboration among Deaf and Hearing Professionals. In *Proceedings of the ACM on Human-Computer Interaction*, Vol. 2, No. CSCW, Article 180, November 2018. 25 pages. <https://doi.org/10.1145/3274449>

Workshops, Posters, and Invited Talks

Enabling Collaborations between Anthropology, Disability Studies, and Computer Science Presentation at the Society for Applied Anthropology Annual Meeting. March 26, 2025.

Tuesday Tea: Dating, Fighting, and Deceiving in the Museum?! Designing Games Inspired by the Allen. Presentation at the Allen Memorial Art Museum. March 11, 2025.

Paths of Allyship: Communication Preferences and Adapting Qualitative Research Methods with Disabled Bodyminds. Co-authored with Kathryn E. Ringland. Position paper for Nothing About Us Without Us: Investigating the Role of Critical Disability Studies in HCI at the ACM CHI Conference on Human Factors in Computing Systems (CHI) 2020 (Cancelled due to COVID-19 pandemic).

Investigating Accessibility in the Writing Process with Dyslexic Adults. Doctoral Consortium at the ACM Conference on Computers and Accessibility (ASSETS) 2019 Conference. October 26-30, 2019.

Investigating Accessibility in the Writing Process with Dyslexic Adults. Presentation at the University of Chicago Disability Studies Workshop. November 13, 2019.

Co-located Collaborative Accessibility. Workshop presentation and prototype demonstration at Enabling and Understanding Embodied STEM Learning Workshop at the Computer Supported Cooperative Learning (CSCL) 2017 Research Conference. June 18, 2017.

Co-located Collaborative Accessibility in Deaf and Hearing Teams. Presentation at the University of Chicago Disability Studies Workshop. May 19, 2017.

Open Style Lab. Presentation at the Boston Museum of Science. October 24, 2015.

Open Style Lab Final Showcase. Presentations and prototype demonstrations at the MIT Museum. August 15, 2015.

Public-Facing Scholarship

Building with Purpose: How to craft a PhD in ethical tech. Co-authored with Sara Hendren. Article for the Olin College of Engineering website. August 16, 2022. <https://www.olin.edu/articles/building-purpose-how-craft-phd-ethical-tech>

Teaching

Instructor of Record

CSCI 361 - *Game Design.* Oberlin College Department of Computer Science. Fall 2023, Spring 2024, Fall 2024.

CSCI 327 - *Inclusive Technology Design.* Oberlin College Department of Computer Science. Spring 2023.

CSCI 150 - *Introduction to Computer Science.* Oberlin College Department of Computer Science. Fall 2022, Spring 2023, Fall 2023, Spring 2024, Fall 2024, Spring 2025.

Collaborative Coding Group Winter Term. Oberlin College Department of Computer Science. Winter 2024.

Professional Development

Inclusion, Diversity, Equity, Access, Leadership (IDEAL) Center Summer Institute. Science Museum of Minnesota. Summer 2022.

Teaching Certificate Program. Northwestern University Searle Center for Advancing Teaching and Learning. Fall 2021 through Spring 2022.

Invited Teaching

Guest research lecturer in *CSCI 150 - Introduction to Computer Science* by Professors Molly Feldman, Adam Eck, Michael McCarrin, and Noel Warford. Oberlin College Department of Computer Science. Fall 2022, Spring 2023, Fall 2023, Spring 2024, Spring 2025.

Workshop Instructor

COMM_ST 159 - Computing Everywhere: Social Web Programming. Northwestern University Department of Communication Studies. Fall 2017.

COMM_ST 159 - Computing Everywhere: Introduction to Hardware in Our Everyday Lives. Northwestern University Department of Communication Studies. Spring 2017.

Teaching Assistant

COMP_SCI 397 / LRN_SCI 309 - Inclusive Making. Northwestern University Departments of Computer Science and Learning Sciences. Winter 2021.

ENGR 2410 - Computer Architecture. Olin College of Engineering. Fall 2014.

ENGR 1200 - Design Nature. Olin College of Engineering. Fall 2013.

Fellowships and Grants

National Science Foundation Graduate Research Fellow *2016 - 2021*
[\$34,000 per year] Support for 3 years of annual stipend and tuition and freedom to conduct independent research at any accredited U.S. institution graduate education program.

SIGACCESS Diversity & Inclusion Scholarship *Fall 2020*
[\$50] Competitive grant for associated costs of attending the virtual 2020 ACM Conference on Computers and Accessibility (ASSETS '20).

Northwestern University Graduate Research Grant *Spring 2019 - Spring 2020*
[\$3000] Competitive grant to support research on the accessibility of writing tools with dyslexic adults.

ASSETS Doctoral Consortium Support Grant *Fall 2019*
[\$350] Competitive grant for associated costs of participating in the 2019 ACM Conference on Computers and Accessibility (ASSETS '19).

Grace Hopper Celebration Scholarship Grant *Fall 2016*
[\$1000] Competitive grant for associated costs of attending the Grace Hopper Celebration.

Clare Boothe Luce Research Fellow *Summer 2014 - Spring 2015*
[\$4000] Competitive fellowship for undergraduate research experience at Olin College Machine Learning & Crowdsourcing Lab.

Research Student Mentoring

Oberlin College

<i>Erika Flores</i> , Computer Science major.	<i>Spring 2025 - Present</i>
<i>Ryn Lazorchak</i> , Computer Science major and Composition major.	<i>Fall 2024 - Present</i>
<i>Oscar Davenport</i> , Cinema & Media major and Computer Science minor.	<i>Summer 2024 - Present</i>
<i>Abby Lewin</i> , Computer Science major.	<i>Summer 2024 - Present</i>
<i>Yen Mai</i> , Computer Science major and Art History minor.	<i>Summer 2024</i>
<i>Dan-Ha Le</i> , Computer Science major and Politics major.	<i>Spring 2024 - Present</i>
<i>Amanda Rabin</i> , Computer Science major and Studio Art major.	<i>Spring 2024 - Present</i>
<i>Vinsline Voltaire</i> , Computer Science major.	<i>Spring 2024</i>

Northwestern University

<i>Lily Barghi</i> , Master's student in Computer Science.	<i>Spring 2019 - Winter 2019</i>
<i>Rochelle Compendio</i> , Undergraduate student in Computer Science.	<i>Summer 2018</i>
<i>Emma McDonnell</i> , Undergraduate student in Computer Science.	<i>Spring 2017 - Summer 2017</i>

Service

Professional Service

Peer Reviewer

2017 - Present

ACM CSCW 2025 Full Papers
 ACM CHI 2025 Full Papers
 ACM ASSETS 2024 Experience Reports
 ACM CHI 2024 Full Papers
 ACM CSCW 2021 Full Papers
 ACM CHI 2021 Full Papers
 ACM CSCW 2020 Full Papers —Recognition for Outstanding Reviews
 ACM CHI 2020 Late-Breaking Work
 ACM CHI 2020 Full Papers
 InfoSocial 2017

Conference Organization

2016 - Present

ACM ASSETS 2024, Session Chair
 PyCon 2019, Accessibility Chair
 PyCon 2018, Accessibility Chair
 PyCon 2017, Accessibility Chair
 InfoSocial 2017, Accessibility Chair

Institutional Service

Oberlin College Committees

Gender, Sexuality, and Feminist Studies Program Committee *Fall 2024 - Present*
 Community-Based Learning Faculty Committee *Fall 2023 - Present*
 Computer Science Junior Faculty Mentoring Co-organizer *Fall 2024 - Present*
 Computer Science Career Exploration Event Organizer *Fall 2022, Fall 2024 - Present*
 Computer Science Community Building Event Organizer *Fall 2024 - Present*
 Computer Science King 201 Lab Space Redesign Committee *Spring 2024*
 Computer Science Sorting Algorithm Curriculum Committee *Fall 2023*
 Computer Science Honors Committee Member *Fall 2022 - Spring 2023*
 Computer Science Résumé Workshops Co-Facilitator *Fall 2022*
 Computer Science Hiring Committee Member *Summer 2022 - Fall 2023*

Invited Panels

Navigating Academic Conferences Panel, Oberlin College. *Spring 2024*
 User Experience Design and Research Panel, Northwestern University. *Winter 2019*

Northwestern University Organizations

Interdisciplinary Disability Writing Group Co-lead *Summer 2020 - Spring 2022*
 Online Community Admin for Technology & Social Behavior PhD Students *Fall 2016 - Spring 2022*
 Cross-Department HCI Event Planning Co-lead *Fall 2017 - Fall 2020*

Community Engagement

Allen Memorial Art Museum

Fall 2023 - Present

Collaborated with Curator of Academic Programs to facilitate Museum Game Design projects during the CSCI 361 - Game Design elective course. Working in groups, students designed new games that are based on museum artwork or are playable in museum galleries.

Brave Space Alliance Accessibility Consultant

Spring 2021 - Summer 2021

Collaborated with Director of Communications to develop guides for accessible social media practices and explore the intersections of disability, queerness, and race.

Adaptive Climbing Group Volunteer

Summer 2018 - Fall 2019

Volunteered as a belayer and side climber at weekly meetups for rock climbers with disabilities.

CD2BIT (Chicago Deaf and DeafBlind in Tech) Collaborator at Chi Hack Night *Spring 2017 - Fall 2018*
Participated in design and development of accessible technology with the local Deaf community.

BraveCamps Design and Coding Coach *Summer 2017*
Facilitated design and programming activities for middle school girls in a summer camp curriculum about computing, human-centered design, and leadership.

Open Style Lab Engineering Fellow *Summer 2015 - Fall 2015*
Participated in design program to co-create assistive apparel in collaboration with fashion designers, occupational therapists, and people with disabilities.