

Emily Q. Wang (she/they)

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Current Position

Oberlin College

Summer 2022 - Present

Assistant Professor of Computer Science

Courses: (CSCI 361) Game Design;
(CSCI 327) Inclusive Technology Design;
(CSCI 150) Introduction to Computer Science;
(FYSP 161) Museum Game Design

Research Areas: Technology-Mediated Communication;
Disability and Accessibility in the Workplace;
Museum Game Design;
Collaborative Learning

Research Lab: Communication Accessibility Research and Design Studio (CARDS)

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 Publications¹²

** indicates Oberlin undergraduate research co-author.

Lloyd May, Dan-Ha Le**, Graham Lazorchak**, and **Emily Q. Wang**. Reimagining Infrastructure for Video Game Accessibility: Exploring *Access Profiles* with Players with Disabilities and Game Developers. *Frontiers in Computer Science* 8 (July 2026). <https://doi.org/10.3389/fcomp.2026.1823366>

Emily Q. Wang, Emily R. French, Dan-Ha Le**, Hannah Wirta Kinney. 2026. Museum Game Jams as Community-Engaged Design and Computer Science Education. In *Proceedings of the 31st ACM Conference on Innovation and Technology in Computer Science Education V. 1 (ITiCSE 2026)*, July 10–15, 2026, Madrid, Spain. ACM, New York, NY, USA, 7 pages. <https://doi.org/10.1145/3803400.3809340>

¹In Computer Science research, top-tier conference publications undergo a rigorous peer-review and revision process and are therefore highly valued. For accessibility researchers in Computer Science, these top-tier venues include ACM CHI, ACM CSCW, and ACM ASSETS. This contrasts with most other disciplines where journals are the higher-value and full-length publication setting. That being said, Computer Science also has top-tier journal venues, such as ACM TOCHI and ACM TACCESS.

²Computer Science research is also highly collaborative and most publications have multiple authors. We expect the person listed as first author did the most work on conducting the research and writing the paper, followed by the second, third, etc. If the first author is a student researcher, then the last author is likely the faculty mentor who supervised and funded the work.

Graham Lazorchak** and **Emily Q. Wang**. 2026. Exploring Real-Time Interfaces with Sensory Percussion. In *Proceedings of the International Conference on New Interfaces for Musical Expression (NIME '26)*, June 23–26, 2026, London, UK. 7 pages. <https://doi.org/10.5281/zenodo.20784078>

Emily Q. Wang, Aron S. Marie, Ashley M. Walker. 2026. Beyond Font: Dyslexic Writers Navigating the Dense Visual Landscape of LaTeX. In *Designing Interactive Systems Conference (DIS '26)*, June 13–17, 2026, Singapore, Singapore. ACM, New York, NY, USA, 13 pages. <https://doi.org/10.1145/3800645.3813089>

Emily Q. Wang and Aron S. Marie. 2026. Infrastructuring for Access: Co-Designing Writing Tools with a Dyslexic Academic. In *Proceedings of the 2026 CHI Conference on Human Factors in Computing Systems (CHI '26)*, April 13–17, 2026, Barcelona, Spain. ACM, New York, NY, USA, 19 pages. <https://doi.org/10.1145/3772318.3791104>

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>

Research Workshops, Posters, and Invited Talks

(Submitted to ASSETS 2026 Posters Track) *Teaching Accessibility in Game Design and Development College Curricula*. Academic poster by Dan-Ha Le**, Lloyd May, and **Emily Q. Wang**.

Enabling Collaborations between Anthropology, Disability Studies, and Computer Science. Aron S. Marie and **Emily Q. Wang**. Academic 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. **Emily Q. Wang**. Public presentation at the Allen Memorial Art Museum. March 11, 2025.

Reimagining Neurodiverse Academics: A Case Analysis and Co-Design with Dyslexic Adults. **Emily Q. Wang**. Academic presentation at the University of Washington Center for Research and Education on Accessible Technology and Experiences (CREATE). October 28, 2021.

Paths of Allyship: Communication Preferences and Adapting Qualitative Research Methods with Disabled Bodyminds. **Emily Q. Wang** and **Kathryn E. Ringland**. Academic workshop 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. **Emily Q. Wang**. 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. Academic work-in-progress presentation at the University of Chicago Disability Studies Workshop. November 13, 2019.

Co-located Collaborative Accessibility. Academic work-in-progress 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. Academic work-in-progress presentation at the University of Chicago Disability Studies Workshop. May 19, 2017.

Open Style Lab. Public design research presentation at the Boston Museum of Science. October 24, 2015.

Open Style Lab Final Showcase. Public design research presentation and prototype demonstration at the MIT Museum. August 15, 2015.

Journalism

Building with Purpose: How to craft a PhD in ethical tech. Co-authored with Sara Hendren. Interview for Olin College of Engineering. 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, Fall 2026.

FYSP 161 - *Museum Game Design*. Oberlin College First-Year Seminar Program. Fall 2026.

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.

Guest Teaching

Research Communication and Study Design. Guest workshop instructor for *Oberlin Summer Research Institute*. Oberlin College Office of Undergraduate Research. Summer 2025.

Inclusive Design and Accessibility. 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.

COMM_ST 159 - *Computing Everywhere: Social Web Programming*. Workshop co-leader with Scott Allen Cambo. Northwestern University Department of Communication Studies. Fall 2017.

COMM_ST 159 - *Computing Everywhere: Introduction to Hardware in Our Everyday Lives*. Workshop co-leader with Amanda Lazar. 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 stipends and tuition to conduct independent research at any accredited U.S. institution graduate education program.

SIGACCESS Diversity & Inclusion Scholarship

Fall 2020

[\$50] Competitive grant for 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

[\$1550] Competitive grant for 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 of Women in Computing.

Clare Boothe Luce Research Fellow

Summer 2014 - Spring 2015

[\$4000] Competitive fellowship for undergraduate research experiences at Olin College's Machine Learning & Crowdsourcing Lab.

Olin Merit Scholarship

September 2012 - May 2016

[\$22,000 per year] 4-year, 50% funding for undergraduate studies in engineering at Olin College of Engineering.

Research Student Mentoring

Oberlin College

Graham Lazorchak, Computer Science major and Composition major.

Fall 2024 - Summer 2026

Proposed, conducted, and published student-led research on *Instruments as Interfaces*.

Student co-author on faculty-led research for *Access Profiles*.

Dan-Ha Le, Computer Science major and Politics major.

Spring 2024 - Summer 2026

Now a PhD student in Information Studies at the University of Texas at Austin.

Proposed and conducted student-led research on *Accessible Games Pedagogy*.

Student co-author on faculty-led research for *Museum Game Jams*.

Student co-author on faculty-led research for *Access Profiles*.

Amanda Rabin, Computer Science major and Studio Art major.

Spring 2024 - Summer 2025

Awarded a competitive 2025 Oberlin Summer Research Fellowship for student-led research:

To Pixelate or Not To Pixelate: Exploring Pixelization as a Technique for Museum Game Art.

Erika Flores, Computer Science major.

Spring 2025

Oscar Davenport, Cinema & Media major and Computer Science minor.

Summer 2024 - Spring 2025

Abby Lewin, Computer Science major.

Summer 2024 - Spring 2025

Yen Mai, Computer Science major and Art History minor.

Summer 2024

Vinsline Voltaire, Computer Science major.

Spring 2024

Northwestern University

Lily Barghi, Master's student in Computer Science.

Spring 2019 - Winter 2019

Now a software engineer at AT&T.

Rochelle Compendio, Undergraduate student in Computer Science.

Summer 2018

Now a software engineer at Expedia Group.

Emma McDonnell, Undergraduate student in Computer Science.

Spring 2017 - Summer 2017

Completed a PhD in Human-Centered Design & Engineering at the University of Washington.

Now a Postdoctoral Fellow at TU Wien in Vienna, Austria.

Service

Professional Service

Peer Review

ACM DIS 2026 Full Papers — Recognition for Outstanding Reviews
 ACM CHI 2026 Full Papers — Recognition for Outstanding Reviews
 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 Works
 ACM CHI 2020 Full Papers
 InfoSocial 2017 Extended Abstracts

Conference Organization

ACM ASSETS 2026, Organizing Committee: Hybrid Co-Chair
 ACM ASSETS 2025, Organizing Committee: Hybrid Co-Chair
 ACM ASSETS 2024, Papers Session Chair: Chatbots & Conversation
 PyCon 2019, Accessibility Chair
 PyCon 2018, Accessibility Chair
 PyCon 2017, Accessibility Chair
 InfoSocial 2017, Accessibility Chair

Institutional Service

Oberlin College

Program Committee: Gender, Sexuality, and Feminist Studies *Fall 2024, Spring 2025, Fall 2026, Spring 2027*
 Faculty Committee: Undergraduate Research *Fall 2026 - Spring 2027*
 Faculty Committee: Community-Based Learning *Fall 2023 - Spring 2025*
 Computer Science: Junior Faculty Mentoring Co-organizer *Fall 2024 - Spring 2025*
 Computer Science: Human-Computer Interaction Concentration Curriculum Committee *Spring 2025*
 Computer Science: Career Exploration Event Organizer *Fall 2022, Fall 2024, Spring 2025*
 Computer Science: Community Building Event Organizer *Fall 2024 - Spring 2025*
 Computer Science: Judge for ObieSource Game Jam *Spring 2025*
 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 *Fall 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

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

Imposters Theater

Performed in and co-organized independent improvisational comedy teams in the Cleveland Metropolitan Area. *Summer 2025 - Present*

Allen Memorial Art Museum

Collaborated with Curators 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. *Fall 2023 - Present*

Brave Space Alliance Accessibility Consultant

Spring 2021 - Summer 2021

Collaborated with Director of Communications to develop guides for accessible social media practices and support 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.

CDzBIT (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.