LuEttaMae (Lu) Lawrence, Ph.D.

LuEttaMaeLawrence@gmail.com | LuEttaMae.com | Google Scholar

EDUCATION

Ph.D. Learning Sciences, University of Illinois Urbana-Champaign | *2020*
M.A. Learning Sciences, University of Illinois Urbana-Champaign | *2018*
B.F.A. Graphic Design, Iowa State University | *2015*

SELECTED PROFESSIONAL EXPERIENCE

Postdoctoral Fellow, School of Education, University of California, Irvine | *2021 - Present*
Freelance Designer & Design Research Consultant | *2012 - Present*
Postdoctoral Fellow & Lab Manager, Human-Computer Interaction, Carnegie Mellon University | *2020 – 2021*
Research Assistant & Lab Manager, CoLearnLab, University of Illinois, Urbana-Champaign | *2015 - 2020*

SELECTED RESEARCH AND PROJECT MANAGEMENT

Playful Learning Landscapes | *2021 - Present*
- Supported co-design with 14 teachers and 30 families to create playful STEM learning environments
- Designed playful interactions that align with curriculum, pedagogical goals, culture, and digital access
- Led research analysis to investigate equitable, playful learning in schools and communities

Human AI Technology Collaborative and Remote Classrooms | *2020 – 2021*
- Built and sustained relationships with 24 teachers across the US and conducted remote co-design sessions
- Led qualitative analysis toward understanding teachers and students needs while using AI in classrooms resulting in five publications, one national talk, and one international invited presentation
- Mentored and supervised 15 students in design, development, data collection, and qualitative analysis
- Led the development of two AI-based dashboards, one through the *Carnegie Learning* to support teachers during remote learning and the second to facilitate dynamic transitions between individual and collaborative learning

Collaborative Technology for Engineering | *2015 - 2020*
- Co-designed technology with instructors and managed four developers who implemented final designs; process resulted in a dashboard used by 12 instructors in eight engineering courses over two years
- Analyzed and reported mixed methods findings to explore how instructors used technology and examine how technology impacted collaborative learning among students and teaching practices resulting in six publications, five conference presentations, three invited presentations, and one curricular guide

SELECTED AWARDS

Best Design Paper Nomination, International Conference of the Learning Sciences | *2021*
Innovation in Energy Award & Sustainable Solutions Award, Food for Thought App, Engineering Open House | *2019*

APP DEVELOPMENT (See website for full technology portfolio)

Food for Thought: Your food, your footprint. © University of Illinois Board of Trustees | *2017*

KEY SKILLS

Co-Design Methods: Traditional (e.g., interviews, ethnography, surveys), Human-Computer Interaction (e.g., card sorting, prototyping, diary studies, user journey), and exploratory methods (e.g., narrative distancing, replay enactments)
Research Approaches: Participatory design, human-centered design, research practice partnerships, design thinking
Qualitative data analysis: Thematic analysis, discourse analysis, content analysis, grounded theory
UI/UX Skills: Figma, Adobe Suite, wireframing, low-, mid-, and high-fidelity prototyping, user testing, play testing
Ethics and Confidentiality: CITI Research Compliance, ethical and equitable design processes, design justice
Professional Skills: Strong communication, technology, writing, project management, and collaboration skills