Jamie Gorson

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I am interested in creating technology that increases student engagement and motivation in hands-on and project-based learning environments. Currently studying how to promote growth mindset for novice computer science students.

Education

Northwestern University, Evanston, IL
Ph.D., Computer Science and Learning Sciences, Expected 2021
Joint Ph.D. program
Advisor: Professor Eleanor O'Rourke

Olin College of Engineering, Needham, MA
B.S., Electrical and Computer Engineering, 2016
Concentration in Innovative Education

Grants & Awards

National Science Foundation Graduate Research Fellowship (GRFP), 2016
Segal Design Fellowship, 2017
Anita Borg Institute Grace Hopper Scholarship, 2016
National Merit Scholar, 2012

Publications

Rees Lewis, D., **Gorson, J.**, Maliakal, L. V., Carlson, S. E., Gerber, E. M., Riesbeck, C. K., & Easterday, M. W. (2018). *Planning to iterate: Supporting iterative practices for real-world ill-structured problem-solving.* Presented at ICLS 2018.

Carlson, S. E., Maliakal, L. V., Rees Lewis, D., **Gorson, J.**, Gerber, E. M., & Easterday, M. W. (2018). *Defining and assessing risk analysis: the key to strategic iteration in real-world problem solving.* Presented at ICLS 2018.

Gorson, J., Patel, N., Beheshti, E., Magerko, Brian., Horn, M. S. (2017). "TunePad: Computational Thinking Through Sound Composition". To be in *Proc. Interaction Design and Children (IDC'17).* Stanford, CA.

Presentations

Gorson, J., and Rifkin, N. (2015.) "Project-based Learning at Olin College." *STEMconnector Disruptive Innovation in Higher Education.* National Press Club, Washington D.C.

Projects

Brightbox: Hands-on EdTech for Rural India, Olin College (2015-2016)
Project managed a team to develop, build and deploy the Brightbox and the associated curriculum to aid in teaching children optics. The Brightbox is used in schools in rural India and Ghana to encourage exploratory learning and a curiosity for science.

Capture It: A Mobile Design App for Kids, Olin College (2015-2016)

My team and I developed and built Capture It, an application in DS Solidworks's new educational ecosystem called Apps for Kids. Capture It is a brainstorming application meant to inspire creativity and curiosity in the design process.

Professional Experience

athenahealth, Software Development Intern
Patient Portal Communicator Team, Watertown, MA (Summer 2015)

Microsoft, Explorer Intern
DevDiv Visual Studio Team, Redmond, WA (Summer 2014)

Lockheed Martin, College Student Technical Intern
Machine learning research and development, Valley Forge, PA (2013-2014)

Cortica Ltd., Intern
Haifa, Israel (Summer 2013)

Service & Consulting

Founding Member of Computer Science PhD Advisory Council
Northwestern University (2017 - Present)
PhD student organization seeking to foster a community within the student body of Computer Science PhD students at Northwestern University, and to give this community a voice within the Computer Science Division.

Engineering Design Independent Researcher and Consultant,
KU Leuven, Belgium (2015)
Worked with faculty at KU Leuven and Thomas More University, higher education institutes in Belgium, to incorporate design thinking and project-based learning into their engineering programs, both at the bachelor and post-graduate levels.

Student Ambassador, Olin College (2013-2016)
Discussed and demonstrated Olin's unique educational methods to visiting professionals, from both industry and academia.

Teaching Experience

Course Assistant, Computer Architecture
Olin College, Professor Benjamin Hill (Fall 2014)

Course Assistant, Computer Architecture
Olin College, Instructor Eric VanWyk (Fall 2013)

Professional Memberships

Association for Computing Machinery
International Society of the Learning Sciences