ELLIOTT HEDMAN

Child Centered Design Researcher

Phone	**Email**	**Website**
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PROFILE

Dr. Elliott Hedman measures and designs the emotional experiences of elementary school students as they use digital learning tools. Elliott runs the design consulting firm mPath where he has worked with companies like the LEGO Group and McGraw Hill to build future of learning to read. He is currently exploring how LLMs + AI can best be used to assist reluctant readers and writers.

SELECT EXPERIENCES

COMBINING READING + PLAY WITH LEGO BRICKS

LEGO / 2019-2022

- Initiated and conducted a year long study looking at how play could help reluctant readers better and engage and learn with reading material.
- Developed a partnership with Denver Public Schools and 200 families to co-create the future of reading and play.
- Built over 30 different iterations of play and reading books, both physical and digital.
- Findings helped LEGO Group see that reading was continuously "getting in the way" of children's play, which helped the company pivot to creating books that help with storytelling rather than building, which can be seen in product offerings today.
- Published and presented findings at the ISTE,2023 conference in Philadelphia: 5 Ways Books Can Empower Play, ISTE 20023

CREATING 100 FREE INTERACTIVE BOOKS TO ENCOURAGE DEEP READING

Wonder.io / 2019-2023

- Conducted prototype and co-creation research at the Boys & Girls Club to understand the pain points of reading for readers that are 1+ years below grade level
- Designed and programed Wonder.io in Unity and Vue
- Recruited, hired, and trained 12 writers and illustrators for creating "inquiry-based" mysteries
- Helped promote Wonder Stories adoption to now more than 6,000 users
- Wonder.io continues to be a platform to build and test new ways for students to read beyond the paperback.
- Presented findings at ELO conference: Motivating Struggling Readers to Mentally Show Up with Wonder Stories

DESIGNING FUTURE DIGITAL READING PLATFORM FOR MCGRAW HILL

McGraw Hill / 2022-2023

- Built capacity for McGraw Hill to prototype and co-create with 100's of Black and Hispanic students (McGraw Hill's user research was previously restricted to employee's students)
- Created a digital platform that could help students focus, engage, and feel a sense of accomplishment with McGraw Hill's content.
- Digitally built and iterated 12 different prototypes to research how rewards, gamification, socialization, stories, and lesson flow affected student's sense of self-efficacy and perseverance.

ELLIOTT HEDMAN

Reading Specialist

POSITIONS

Design Strategist, McGraw Hill Publishing	Remote	2022-2023
Head Research of mPath, Experience Design Firm	Denver	2014-Present
Developer of Wonder.io	Denver	2019-Present
Design Researcher, IDEO	San Francisco	2012-2013
Research Assistant, MIT Media Lab	Cambridge	2008-2014
Experience Researcher, GoogleX	San Francisco	2011
Experience Designer, The LEGO Group	Denmark	2010

SELECT PUBLICATIONS & PRESENTATIONS

5 Ways Books Can Empower Play	ISTE Research Paper	2023
Motivating Struggling Readers to Mentally Show Up with Wonder Stories	ELO Conference	2021
Wireless Measurement of Sympathetic Arousal During in vivo Occupational Therapy Sessions	Frontiers in Integrative Neu.	2020
Books 2.0: Why Reading Needs to Go Digital	SXSW Edu Talk	2020
Redesigning Digital Reading	Medium Article	2020
Effective Feedback Depends on the Emotional Weight of a Problem	AERA Presentation	2018
7 Ways to Help Kids Feel They're Learning	SXSW Edu Talk	2018
The Death of Curiosity	SXSW Talk	2019
Thick Psychophysiology for Empathic Design	Dissertation	2014
Improving the Emotional Experience of Kids with Autism	TEDxCambridge	2011

Visit www.buildempathy.com/research for full list and links to all publications.

EDUCATION

PH.D IN PSYCHOPHYSIOLOGY + HUMAN-CENTERED DESIGN
Massachusetts Institute of Technology / Cambridge ,MA / 2008-2014

B.S. IN ELECTRICAL COMPUTER ENGINEERING
University of Colorado / Boulder , CO/ 2004 - 2008

SKILLS

RESEARCH
- Rapid Prototyping
- Designing for diversity
- Designing for children
- Psychophysiological Sensors
- Eye Tracking User Research

DESIGN
- Programming (Unity, Vue, Java)
- Data Visualization
- User Research to Insights
- Prototype Development
- Running Design Workshops

LEADERSHIP
- Team Management
- Entrepreneurship
- Industry + Research Collaboration