

2027 HCD PhD Faculty Advisor List – A-Z, by Last Name

PhD in Human Centered Design | School of Computing | Jarvis College of Computing & Digital Media

The following faculty members are currently open to advising Human Centered Design doctoral candidates. Choose up to two to list on your application.



OLIVER ALONZO

Computing accessibility; Current projects include audiovisual accessibility in 2D and 360° videos for people with sensory disabilities, AI-based tools to provide reading support for people who are Deaf or Hard-of-hearing (DHH), Deaf-centered approaches to battle online misinformation, and supporting ASL communication in VR

[Email](#) | [Faculty Page](#) | [Website](#) | [Google Scholar](#)



ELIJAH BOUMA-SIMS

Human-centered security and privacy; understanding how social engineering attacks function and how online communities work to protect users; interested in many topics in usable security and privacy, especially inclusive privacy and security. Seeking students with a security background interested in working on user studies or students with an HCI background interested in focusing on security/privacy

[Email](#) | [Faculty Page](#) | [Website](#) | [Google Scholar](#)



JAY CUNNINGHAM

[RAISE Lab](#); Human-Centered AI Research; Community-Collaborative Computing; Equitable NLP/AI; Socio-technical Harm Measurement; Responsible Data Economy. Seeking PhD students with background in HCI, AI/ML, NLP, participatory design, or sociolinguistics committed to justice-oriented computing and community-engaged research.

[Email](#) | [Faculty Page](#) | [Website](#) | [Google Scholar](#)



MICHAEL DEANDA

Game design, queer studies & histories, Latinx studies & histories, anti-colonizing and decolonizing, play, failure, myth and folklore, analog games, performance and ritual, affect and emotional design

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JESSICA MEHARRY

Design for social justice, anti-oppressive design methodologies, power dynamics in design processes, design futures, anti-racist design, queering design, participatory design

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DENISE NACU

Learning ecosystem design, data visualizations and co-design practices related to out-of-school STEAM learning opportunities and participation among youth, mentor development, learning support roles

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DAVID RAMSAY

[Principled Interfaces](#); deeply understanding how technology shapes human experience; field studies and tools for measurement; interactive, intelligent UX; psychologically informed design. Students with a 'creative technologist' spirit and a technical interest in one or more preferred: Bayesian modeling/machine learning, cognition, psychophysiology, statistics, software/hardware development

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RICHARD WETZEL

[Hybrid Experience Lab](#); augmented and virtual reality, serious games, location-based experiences, game design and ideation processes

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