

Frank J. Lee

Education

Carnegie Mellon University Pittsburgh, PA	PhD, Cognitive Psychology	2000
U.C. Berkeley Berkeley, CA	BA, Cognitive Science, Highest Honors	1994

Appointments

Drexel University Philadelphia, PA	Professor Department of Digital Media	2017 – Pres.
Drexel University Philadelphia, PA	Director Entrepreneurial Game Studio	2013 – Pres.
Children’s Hospital Philadelphia, PA	Affiliate Professor Center for Violence Prevention	2025 – Pres.
Sogang University Seoul, South Korea	Distinguished Visiting Professor Art and Technology Department	2025 – 2026
Drexel University Philadelphia, PA	Presidential Fellow Office of the President	2023 – 2025
Children’s Hospital Philadelphia, PA	Visiting Research Associate (<i>on sabbatical</i>) Violence Prevention Initiative	2018 – 2019
Education Testing Service Princeton, NJ	Visiting Research Associate (<i>on sabbatical</i>) Division of Research and Development	2018 – 2019
Drexel University Philadelphia, PA	Associate Professor Department of Digital Media	2013 – 2017
Drexel University Philadelphia, PA	Teaching Professor Department of Computer Science	2009 – 2013
Drexel University Philadelphia, PA	Assistant Professor Department of Computer Science	2003 – 2009
Rensselaer Polytechnic Institute Troy, NY	Assistant Professor Department of Cognitive Science	2001 – 2003
Carnegie Mellon University Pittsburgh, PA	Postdoctoral Research Associate Department of Psychology	2000 – 2001

Awards & Recognitions

2025-26	Distinguished Visiting Professorship, Sogang University. Seoul, South Korea.
2023-25	Inaugural Presidential Fellow, Office of the President, Drexel University.
2024-25	Fellow, Intensive Leadership Development Program. Academy for Innovative Higher Education Leadership.
2021-Pres	Executive Member, The International Academy of Digital Arts and Sciences • Voting member of The Webby Awards and The Lovie Awards
2020	Nominee, Technical Leader of the Year. Technically Awards.
2019	Fellowships Mentor Award. Drexel University.

- 2014 50 Admirable Gaming People of 2014, Polygon
- 2014 Visiting Scholar, Germantown Academy
- 2014 World Record, Guinness World Records
- 2013 Ars Technica 2013 Images of the Year. Ars Technica.
- 2013 Hacker of the Year. Third Annual Philadelphia Geek Awards
- 2013 Story of the Year. Third Annual Philadelphia Geek Awards
- 2012 The Smartest People in Philadelphia. Philadelphia Magazine.
 - Selected and profiled as one of the top innovators in Philadelphia.
- 2012 1st Place, Imagine Cup World Competition. Sydney, Australia.
 - From over 250,000 students from 190 countries.
- 2012 1st Place, Imagine Cup US Competition. Redmond, Washington.
 - From over 125,000 students from all 50 states.
- 2010 Drexel University President's Coin.
 - Awarded in recognition of creating the top-ranking Drexel Game program.

Invited Speaker and Panel

- 05/2026 Panelist, 2026 Special Workshop on the Futures of Cognitive Architectures and the ACT-R Ecosystem. Pensacola, FL.
- 05/2026 Panelist, Philly Tech Week 2026. Philadelphia, PA.
- 04/2026 Speaker, Utah Games Speaker Series. Salt Lake City, UT.
- 03/2026 Speaker, 2026 Virtual Medicine Conference. Los Angeles, CA.
- 12/2025 Speaker, Department of Games Seminar. Sungkyunkwan University. Seoul, South Korea.
- 12/2025 Speaker, Imagination Seminar. Sogang University. Seoul, South Korea.
- 09/2024 Panelist, Pixels and Possibilities: Exploring the World of Gaming. Philadelphia, PA.
- 07/2024 Speaker, Distinguished Researcher Speaker Series. Accenture. Philadelphia, PA.
- 06/2024 Speaker, KAIST Graduate School of Culture Technology Special Seminar. Korea Advanced Institute of Science and Technology. Daejeon, South Korea.
- 06/2024 Speaker, Imagination Seminar. Sogang University. Seoul, South Korea.
- 02/2024 Panelist, Story Seek: Conversation and Demo. The Kelly Writers House. Philadelphia, PA.
- 08/2023 Panelist, On Gaming and Digital Citizen. Fastmail. Philadelphia, PA.
- 06/2023 Panelist, High School Mentoring Workshop. The Korean American Association of Greater Philadelphia. Philadelphia, PA.
- 04/2023 Panelist, Digital Media Industry Panel. University of Pennsylvania. Philadelphia, PA.
- 01/2023 Panelist, Toward a Future of Healthy and Sustainable Cities. Speculative Futures Philadelphia and Institute for Smart and Healthy Cities. Philadelphia, PA
- 09/2022 Participant, 2022 Smart City Expo. Knight Foundation. Miami, FL.
- 07/2022 Speaker, Brain & Technology Convergence. Drexel University. Philadelphia, PA.
- 02/2022 Participant, Knight Media Forum. Virtual via Zoom.
- 11/2021 Participant, NIH Innovation Lab on Cancer Visualization. Virtual via Zoom.
- 09/2021 Speaker, Creative Collisions at Accenture. Accenture. Philadelphia, PA.
- 08/2021 Participant, NIH Innovation Lab on Patient Experience. Virtual via Zoom.
- 06/2021 Speaker, SIM-PHL, Knight Foundation. Virtual via Zoom.

- 12/2020 Panelist, Conversations in Exile: Storytelling & Videogames. Theatre Exile. Virtual via Zoom.
- 10/2020 Panelist, Amplify Philly: Creative Chat on Music, Media, and Games, Oh My! Amplify, Philly. Philadelphia, PA.
- 01/2020 Speaker, College of Visual and Performing Arts. George Mason University. Fairfax, VA.
- 10/2019 Speaker, Fall 2019 Engineering Colloquium Series. University of Bridgeport. Bridgeport, CT.
- 09/2019. Speaker, Department of Computer Science and Engineering Speaker Series. University of Notre Dame. Notre Dame, IN.
- 04/2019. Speaker, History of AI and Chess. Bryn Mawr Film Institute. Bryn Mawr, PA.
- 02/2019. Panelist, Panel on Speed of Thinking. Pearlstein Gallery. Philadelphia, PA.
- 07/2018. Participant, Unreal Academy for Education. New York, NY.
- 12/2017. Speaker, Scientists and Engineers Early-Career Development (SEED) Workshop. Korean American Scientists and Engineers Association. Vienna, VA.
- 11/2017. Speaker, Entrepreneurial Game Studio: An Overview. Educational Testing Service. Princeton, NJ.
- 09/2017. Panelist, Gamification: Behavior Change and Employee and Patient Engagement. 2017 Annual Meeting of the Healthcare Leadership Network of Delaware Valley. Voorhees, NJ.
- 04/2017. Panelist, 2017 R-Cade Symposium. Digital Studies Center, Rutgers University. Camden, NJ.
- 04/2017. Speaker, Center for Ideas & Society, University of California Riverside. Riverside, CA.
- 04/2017. Speaker, Center for Ideas & Society, University of California Riverside. Riverside, CA.
- 03/2017. Speaker, Public Investment Fund. Riyadh, Saudi Arabia.
 - One of 5 global experts in entertainment brought to Saudi Arabia to present to the Board of Trustees of the Public Investment Fund to offer ideas for the now public NEOM project.
- 08/2016. Panelist, Role of Educational Video Gaming Within the Museum and Library Sectors. Institute of Museum and Library Services. Philadelphia, PA.
- 02/2016. Speaker, 8th Annual Research Symposium 2016. Drexel IEEE Graduate Forum. Drexel University. Philadelphia, PA.
- 11/2015. Speaker, Dubai Expo Future Lab. Dubai, UAE.
 - One of 35 global innovators & thought leaders brought together for Expo 2020 Future Lab.
- 11/2015. Speaker, Department of Computer Science, Villanova University. Villanova, PA.
- 11/2015. Participant, Gameful Approaches to Motivation and Engagement Workshop, Wharton School. University of Pennsylvania. Philadelphia, PA.
- 10/2015. Speaker, Miral Innovation Lab. Abu Dhabi, UAE.
 - One of 18 world leaders in design and development brought together for Yas Island Innovation Lab.
- 10/2015. Speaker, Dept. of Mechanical Engineering, University of Nevada, Las Vegas. Las Vegas, NV.
- 09/2015 Participant. DARPA Wait, What? A Future Technology Forum. St Louis, MO.
- 09/2015 Keynote Speaker. Games, Gaming, and Play! Temple University, PA.
- 06/2015 Participant. DARPA Biology is Technology. New York, NY.
- 04/2015. Invited Demo. Flashbulb Social Game. ACM CHI Conference 2015. Seoul, Korea.

- 03/2015 Keynote Speaker. CAA Undergraduate Research Conference. Philadelphia, PA.
- 03/2015 Keynote Speaker. Penn Play 2015. University of Pennsylvania. Philadelphia, PA.
- 03/2015 Keynote Speaker. E-Learning Conference 3.0. Philadelphia, PA.
- 03/2015 Speaker. Dept. of Mechanical Engineering, University of Nevada, Las Vegas. Las Vegas, NV.
- 02/2015 Speaker. STEAM Education Workshop. The ExCITE Center. Philadelphia, PA.
- 12/2014 Speaker. ScholarSip. Drexel University. Philadelphia, PA.
- 12/2014 Speaker. Drexel University Board of Trustees Meeting. Philadelphia, PA.
- 12/2014 Speaker. 15th KOCSEA Technical Symposium. IBM T.J. Watson Research Center. Yorktown Heights, NY.
- 10/2014 Panelist. Entrepreneurship and Innovation – Italian Inspirations. Simeone Foundation Automotive Museum. Philadelphia, PA.
- 10/2014 Speaker. Digital Media Symposium. Drexel University. Philadelphia, PA.
- 10/2014 Speaker. Rise: how communities are being changed by civic innovation. Philadelphia, PA.
- 10/2014 Speaker. School of Game, Hongik University. Seoul, South Korea.
- 09/2014 Panelist. ESA Roundtable. Pittsburgh, PA.
- 08/2014 Speaker. Women in Cable Telecommunications, Greater Philadelphia Chapter: Tech it Out. Philadelphia, PA.
- 07/2014 Speaker. Second Story. Portland OR.
- 07/2014 Speaker. Intel Research Labs. Hillsboro, OR.
- 07/2014 Speaker. National Association of Asian American Professionals NE Leadership Conference. Philadelphia, PA.
- 04/2014 Participant. Connecting the Bots, TTI/Vanguard Conference. Boston, MA.
- 03/2014 Speaker. 2nd Creativity and Innovation Symposium, Drexel University. Philadelphia, PA.
- 02/2014 Panelist, Arts and Business Council of Greater Philadelphia's Creative Open House on Gaming & Gamification. Philadelphia, PA.
- 11/2013 Speaker, ThinkFest 2013. Philadelphia Magazine. Philadelphia, PA.
- 10/2013 Participant, Greater Philadelphia Leadership Exchange 2013. Philadelphia, PA.
- 10/2013 Speaker, TEDx at Drexel University. Philadelphia, PA.
- 05/2013 Panelist, Greater Philadelphia Chamber of Commerce's State of the Region 2013. Philadelphia, PA.
- 10/2011 Panelist, Gamification: Practical Advice from Game Developers. The Wharton School, University of Pennsylvania. Philadelphia, PA.
- 06/2011 Panelist, Incorporating Imagine Cup into Current and Proposed Gaming Curricula, Foundations for Digital Games 2011. Bordeaux, France.

Service

International

- 2026 Reviewer, Annual Symposium on Computer-Human Interaction in Play.
- 2020-24 *Associate Editor*, Entertainment Computing, Elsevier.
- 2017 Reviewer, Social Sciences and Humanities Research Council of Canada. Ottawa, Canada.
- 2017 Reviewer, The Netherlands Organization for Scientific Research. The Hague, The Netherlands.
- 2016 Reviewer, Epilepsy Ireland, Dublin, Ireland.
- 2015 Program Committee. 21st International Symposium on Electronic Art. Vancouver, Canada
- 2015 Organizing Committee. ACM Annual Symposium on Computer-Human Interaction in Play 2015. London, U.K.

2011 Judge, 2011 Microsoft Imagine Cup World Competition. New York, NY.

National

2026 Reviewer, Directorate for Computer and Information Science, National Science Foundation.

2025 Reviewer, Division of Computer and Network Systems, National Science Foundation.

2024 Reviewer, National Defense Science and Engineering Graduate Fellowship Program, Department of Defense.

2024 Reviewer, Directorate for Technology, Innovation and Partnerships, National Science Foundation.

2022 External Reviewer, Full Professorship Review for School of Theater, Film & Television, University of California, Los Angeles. Los Angeles, CA.

2022 External Reviewer, Tenure and Promotion Review for Baskin School of Engineering, University of California, Santa Cruz. Santa Cruz, CA.

2022 Reviewer, Division of Computer and Network Systems, National Science Foundation.

2022 Reviewer, Division of Graduate Education, National Science Foundation.

2021 Reviewer, Division of Graduate Education, National Science Foundation.

2020 External Reviewer, Full Professorship Review for College of Arts, Media and Design, Northeastern University. Boston, MA.

2020 External Reviewer, Seven-Year Academic Program Review for Computer Game Design, George Mason University. Fairfax, VA.

2019 External Reviewer, Tenure and Promotion Review for College of Visual and Performing Arts, George Mason University. Fairfax, VA.

2018 External Reviewer, University of California Santa Cruz Proposal for Master of Science in Serious Games. University of California Senate Committee.

2016 Host, 2016 UK-US Games for Healthcare Workshop. British Embassy and the UK Science and Innovation Network

2016 Consultant, Opera Philadelphia. Philadelphia, PA.

2014 Organizing Member, Higher Education Video Game Alliance (HEVGA) Inaugural Meeting. NYU Media and Games Network, Brooklyn, NY.

2011 Judge, 2011 Imagine Cup US Competition. Seattle, WA.

2010 Organizer, PA Creative Economics Press Tour. Philadelphia, PA.

University

2022-Pres Committee Member, Drexel Asian, Pacific, and Middle Eastern Employees Resource Group.

2022 Organizing Member, Drexel Asian, Pacific, and Middle Eastern Employees Resource Group.

2022 Committee Member, PCI – Experiential Learning Subcommittee.

College

2023-25 Committee Member, Raizman Faculty Award.

2022-25 Committee Member, Westphal Research Council.

2019-25 Committee Member, Rankin Scholar Award Committee.

2022 Committee Member, Tenure Review Committee, Westphal CoMAD

2022 Committee Member, Search Committee for Associate Dean of DEI.

Department

2023-25 Founder and Organizer, Digital Media Colloquium Series.

2022 Committee Member, Digital Media Faculty Search Committee.

2021 Committee Member, Tenure and Promotion Review.

Advisees

Postdoc

2023-24 Erin J.K. Truesdell, PhD. Digital Media, Georgia Institute of Technology, GA.

(Co-advised with Drs. Kim Hieftje and Asher Marks, Yale University)

Currently Assistant Professor, Department of Informatics, NJIT (08/2024)

2017-18 Matthew Duvall, PhD. Learning Technologies, Drexel University, PA.

Currently Lecturer, University of Pennsylvania Graduate School of Education

2014-15 Nur A. Cakir, PhD. Curriculum & Instruction, Hachette University, Turkey.

Currently Associate Professor, Middle East Technical University, Turkey

PhD

2023-05 Golshid Jaferian. Digital Media, Drexel University

2006-09 Robert E. Cochran. Computer Science, Drexel University

2004-09 Quincy K. Brown. Computer Science, Drexel University

(Co-advised with Dr. Dario Salvucci, Drexel University)

NSF Graduate Teaching Fellow in K-12 Education

2004-07 Yelena Kushleyva. Computer Science, Drexel University.

(Co-advised with Dr. Dario Salvucci, Drexel University)

NSF Graduate Research Fellow

MA/MS

2024-Pres. Klara Proffen. Digital Media, Drexel University

2023-25 Vivian K. Tian. Digital Media, Drexel University

2024 NSF Graduate Research Fellow

Currently Pursing PhD in Media Arts and Practice at USC

2001-03 Vicky Smith. Cognitive Science, Rensselaer Polytechnic Institute

Creative Work

Skyscraper Games by Kids 2.0. Public Light Installation, 2024 Philadelphia, PA. [Link](#), [Link](#)

Developed a block-based web IDE enabling middle school students to design games for the Cira Centre, a 29-story skyscraper in Philadelphia and the world's largest videogame display. As part of our STEAM outreach, we ran a series of workshops in which students designed new games for the skyscraper, showcased as part of Philadelphia's celebration of the 250th anniversary of the signing of the Declaration of Independence.

Story Seek. Interactive Installation, 2024 Philadelphia, PA. [Link](#)

In collaboration with Cleaver Magazine, an international literary magazine, we reimagined poems and short stories as location-based experiences. We worked with five artists, including a former Poet Laureate of Philadelphia, to create five pieces for Cleaver's Winter Issue.

SIM-PHL. Game, 2022. Philadelphia, PA. [Link](#)

The fluctuations of real estate values and the machinations of real estate development are the core driver of urban phenomenon as varied as gentrification, population flight, community space development, resource distribution and more. Yet despite the significance of these data in the lives of Philadelphians, they remain inaccessible, either by design, or because little effort has been made to present them in a format engaging to the public. SIM-PHL seeks to present public municipal data in a fun format by presenting players a game in which to explore complex local sociological issues using real city data.

Civil Dialog. Public Projection Installation, 2020. Philadelphia, PA. [Link](#)

To facilitate a productive and civil dialog on social media, we moderated a discussion through Twitter and animated and projected conversation on a side of a building from Aug12-15 and Sep 24 in collaboration with WHYY and Billy Penn.

Skyscraper Games by Kids. Public Light Installation, 2019. Philadelphia, PA. [Link](#), [Link](#), [Link](#)

This project worked with select middle school teachers and their students from Philadelphia to help showcase new games for the Cira Centre, a 29-story skyscraper in Philadelphia, that I have used in the past for Pong and Tetris. We worked with six middle school teachers from greater Philadelphia area for a semester to teach them the tools we have developed and used to program games for the skyscraper. They then went to work with their kids in the following semester to have them develop new games for the skyscraper that were then showcased in 2019.

War of the Worlds: Philadelphia, Mixed-Reality Game, 2017. Philadelphia, PA. [Link](#)

Developed an innovative mixed-reality game and play consisting of site-specific live performance and location-based game in Philadelphia. Funded by the William Penn Foundation, this project sought to connect people from different regions of the city through narrative and play that will impact the outcome of the game. This experience will connect Philadelphians to their city and their fellow players as they explore new neighborhoods and work together to save the city through radically participatory theater and games.

Minecraft Mod for Children with Hemophilia, Video Game, 2017. [Link](#)

Develop a “mod” of Minecraft in collaboration with Pfizer to educate children with hemophilia about the disease and facilitate adherence to treatment. This world will facilitate exploration and learning, utilizing the crafting capabilities in Minecraft to let kids explore and experiment with gathering and mixing factors, and setting up transfusion devices. After a successful launch in the US, Pfizer has released the game in Asia and Latin America.

Skyscraper Tetris. Public Light Installation, 2014. Philadelphia, PA. [Link](#), [Media Report](#)

The external LED lights of the Cira Centre, a 29-story skyscraper in Philadelphia, were reprogrammed to create an interactive public installation of playable Tetris™ game on the north and south sides of the building. This project was curated by Philly Tech Week and funded by Brandywine Realty Trust. The project received more than 1500 articles and mentions in the media including the national broadcasts of over 22 countries. The project was estimated to have had over 2.2 Billion views based on the media coverage with an equivalent ad value of over \$20 Million.

Pong at the Cira Centre. Public Light Installation, 2013. Philadelphia, PA. [Link](#)

The external LED lights of the Cira Centre, a 29-story skyscraper in Philadelphia, were reprogrammed to create an interactive public installation of playable Pong™ game on the north side of the building. This project was curated by Philly Tech Week and funded by Brandywine Realty Trust. The project received more than 300 articles and mentions in the media.

Refereed Publications

Journal Articles

1. Çakir N.A., Çakir, M.P., **Lee, F.J.** (2021). We game on skyscrapers: the effects of an equity-informed game design workshop on students' computational thinking skills and perceptions of computer science. *Educational Technology Research and Development*. 69, 2683–2703. <https://doi.org/10.1007/s11423-021-10031-6>.
2. Kable, J.W., Caulfield, M.K., Falcone, M., McConnell, M., Bernardo, L., Pathasarathi, T., Cooper, N., Ashare, R.L., Audrain-McGovern, J., Hornik, R., Diefenbach, P., **Lee, F.J.**, Lerman, C. (2017). No effect of commercial cognitive training on brain activity, choice behavior, or cognitive performance. *Journal of Neuroscience*, 37 (31) 7390-7402. <https://doi.org/10.1523/JNEUROSCI.2832-16.2017>.
3. Çakir N.A., Gass, A.B., Foster, A., **Lee, F.J.** (2017). Development of a game-design workshop to promote young girls' interest towards computing through identity exploration. *Computers & Education*. <https://doi.org/10.1016/j.compedu.2017.02.002>
4. Çakir, M.P., Çakir, N.A., Ayez, H., **Lee, F.J.** (2016). Behavioral and neural effects of game-based learning on improving computational fluency with numbers: an optical brain imaging study. *Zeitschrift für Psychologie*. <https://doi.org/10.1027/2151-2604/a000267>
5. **Lee, F.J.**, Kratz, L.A., and Morgan, W.B. (2006). Explorations in gameplay: Bimanual input. *The Journal of Game Development*, 2(1), 47-62.
6. Kumar, A.N., Farian, H., Haas, M., Kay, D., **Lee, F.J.** & Kushleyeva, Y. (2005). Innovations in undergraduate computer science education. *Journal of Computing Sciences in Colleges*, 20(5), 223-227.
7. Kushleyeva, Y., Salvucci, D.D., & **Lee, F.J.** (2005). Deciding when to switch tasks in time-critical multitasking. *Cognitive Systems Research*, 6, 41-49. <https://doi.org/10.1016/j.cogsys.2004.09.005>
8. Taatgen, N.A. and **Lee, F.J.** (2003). Production compilation: A simple mechanism to model of complex skill acquisition. *Human Factors*, 45, 61-76. <https://doi.org/10.1518/hfes.45.1.61.27224>
9. Lebiere, C., and **Lee, F.J.** (2002). Intention superiority effect: A context-switching account. *Cognitive Systems Research*, 3, 57-65. [https://doi.org/10.1016/S1389-0417\(01\)00044-4](https://doi.org/10.1016/S1389-0417(01)00044-4)
10. **Lee, F.J.** and Anderson, J.R. (2001). Does learning a complex task have to be complex? A study in learning decomposition. *Cognitive Psychology*, 42, 267-316. <https://doi.org/10.1006/cogp.2000.0747>

Conference Articles

1. Tian, V., Truesdell, E.J.K, **Lee, F.J.** (2024). Under Watch: designing a pervasive game for discomfort and critical reflection. *The 29th International Symposium on Electronics Art*. June 21-29, 2024. Brisbane, Australia.

2. Duvall, M., **Lee, F.J.**, Smith, B.K. (2019). Skyscraper games: Professional development to promote computational thinking using custom tools. *The 2019 Annual Meeting of the American Educational Research Association*. <https://doi.org/10.3102/1444866>
3. Duvall, M., **Lee, F.J.**, Smith, B.K. (2019). Skyscraper games: Professional development for using custom technology tools. *The 2019 Annual Meeting of the American Educational Research Association*. <https://doi.org/10.3102/1437676>
4. Duvall, M., **Lee, F.J.**, Smith, B.K. (2018). Skyscraper games: Reaching underrepresented populations in stem through game design and programming. *International Conference on Urban Education*. November 8-10. Nassau, Bahamas.
5. Duvall, M., **Lee, F.J.**, Smith, B.K. (2018). Creating effective professional development for middle school. *International Conference of the Learning Sciences*. June 23-30. London, UK
6. Duvall, M., **Lee, F.J.**, Smith, B.K. (2018). Professional development for middle school teachers to promote computational thinking for populations underrepresented in stem fields. In E. Langran & J. Borup (Eds.), *Proceedings of Society for Information Technology & Teacher Education International Conference*. Association for the Advancement of Computing in Education (AACE). (pp. 1427-1434). <https://www.learntechlib.org/primary/p/182715/>
7. Collins, E., Cox, A., **Lee, F.J.** (2016). Say cheese! Games for successful business networking. *Proceedings of the 2016 Annual Symposium on Computer-Human Interaction in Play*. Association for Computing Machinery, 105–115. <https://doi.org/10.1145/2967934.2968096>
8. Çakir M.P., Çakir N.A., Ayez, H., **Lee, F.J.** (2016). Neural correlates of computational fluency training with a mobile game: an optical brain imaging study. *The 2016 Annual Meeting of the American Educational Research Association*.
9. Çakir N.A., Gass, A.B., Foster, A., **Lee, F.J.** (2016). Designing her way into computer science: Empowering young girls through identity exploration. *The European Conference on Educational Research* (ECER 2016), Dublin, Ireland.
10. Çakir M.P., Çakir N.A., Ayez, H., **Lee, F.J.** (2015). An optical brain imaging study on the improvements in mathematical fluency from game-based learning. *Proceedings of the 2015 Annual Symposium on Computer-Human Interaction in Play*. Association for Computing Machinery, 209-219. <https://doi.org/10.1145/2793107.2793133>
11. Çakir N.A., Çakir, M.P., and **Lee, F.J.** (2015). Using optical brain imaging to investigate functional changes during game-based learning. *16th Biennial Conference of the European Association for Research in Learning and Instruction* (EARLI). Limassol, Cyprus.
12. Goldman, T., **Lee, F.J.**, Zhu, J. (2014). Using video games to facilitate understanding of attention deficit hyperactivity disorder: A feasibility study. *Proceedings of the 2014 Annual Symposium on Computer-Human Interaction in Play*. Association for Computing Machinery, 115-120. <https://doi.org/10.1145/2658537.2658707>
13. Hurewitz, F., Brennan, M., Boucher, E., Lally, D., **Lee, F.J.** (2009) Museum Hunt: A computerized eye-tracking game. *The 8th Annual International Meeting for Autism Research*. Chicago, IL.
14. Brown, Q., Salvucci, D., **Lee, F.J.**, & Aleven, V. (2009) Who helps when the tutor is asleep? *Proceedings of the 2009 Conference on Artificial Intelligence in Education*:

- Building Learning Systems that Care: From Knowledge Representation to Affective Modelling*. 632–634. <https://dl.acm.org/doi/10.5555/1659450.1659555>
15. Brown, Q., **Lee, F.J.**, & Alejandre, S. (2009). Emphasizing soft skills and team development in an educational game digital game design course. *Proceedings of the 4th International Conference on Foundations of Digital Games*. 240-247. <https://doi.org/10.1145/1536513.1536557>
 16. Brown, Q., **Lee, F. J.**, Salvucci, D. D., & Aleven, V. (2008). Interface challenges for mobile tutoring systems. *Proceedings of the 9th International Conference on Intelligent Tutoring Systems*. 693-695. https://doi.org/10.1007/978-3-540-69132-7_80
 17. Kratz, L.A., **Lee, F.J.**, Smith, M.A., (2007) Wizards: 3D gesture recognition for game play input. *Proceedings of the 2007 Conference on Future Play*. 209-212. <https://doi.org/10.1145/1328202.1328241>
 18. Cochran, R. E., **Lee, F. J.**, and Chown, E. (2006). Modeling emotion: Arousal's impact on memory. *Proceedings of the 28th Annual Conference of the Cognitive Science Society*. 1133-1138. Lawrence Erlbaum Associates, Inc.
 19. Salvucci, D.D., Kushleyeva, Y., & **Lee, F.J.** (2004). Toward an ACT-R general executive for human multitasking. *Proceedings of the 6th International Conference on Cognitive Modeling*. 267-272. Psychology Press.
 20. Kushleyeva, Y., Salvucci, D.D., & **Lee, F.J.** (2004). Deciding when to switch tasks in time-critical multitasking. *Proceedings of the 6th International Conference on Cognitive Modeling*. 14-19. Psychology Press. [Allen Newell Award for Best Student Paper].
 21. Salvucci, D.D. Chavez, A.K. and **Lee, F.J.** (2004). Modeling effects of age in complex tasks: A case study in driving. *Proceedings of the 26th Annual Conference of the Cognitive Science Society*. 1197-1202. Lawrence Erlbaum Associates, Inc.
 22. Smith, V. and **Lee, F.J.** (2003). Cognitive workload and multitasking. *Proceedings of the Joint International Conference on Cognitive Science*. July 13-17, 2003. Sydney, Australia.
 23. **Lee, F.J.** and Gamard, S.J. (2003). Hide and seek: Using computational cognitive models to develop and test autonomous cognitive agents for complex and dynamic tasks. In *Proceedings of the 25th Annual Meeting of the Cognitive Science Society*. July 1-Aug 8, 2003. Boston, MA. Lawrence Erlbaum Associates, Inc.
 24. Salvucci, D.D. and **Lee, F.J.** (2003). Simple cognitive modeling in a complex cognitive architecture. *Proceedings of the SIGCHI Conference on Human Factors in Computing Systems*. 256-272. ACM Press. <https://doi.org/10.1145/642611.642658>
 25. **Lee, F.J.** and Taatgen, N.A. (2002). Multitasking as skill acquisition. *Proceedings of the 24th Annual Conference of the Cognitive Science Society*. 572-577. Routledge.
 26. Lebiere, C., and **Lee, F.J.** (2001). Intention superiority effect: A context-sensitivity account. In E.M. Altmann, A. Cleermans, C.D. Schunn, & W.D. Gray (Eds.), *Proceedings of the 4th International Conference on Cognitive Modeling*. Lawrence Erlbaum Associates, Inc.
 27. **Lee, F.J.** and Anderson, J.R. (2000). Modeling eye-movements of skilled performance in a dynamic task. In N.A. Taatgen and J. Aasman (Eds.), *Proceedings of the 3rd International Conference on Cognitive Modelling*. 194-201. Veenendaal, The Netherlands: Universal Press.

28. **Lee, F.J.**, and Anderson, J.R. (1999). Does learning of a complex task have to be complex? *40th Annual Meeting of the Psychonomic Society*. November 18-21, 1999. Los Angeles, CA.
29. **Lee, F.J.** and Anderson, J.R. (1997). Learning to act: Acquisition and optimization of procedural skill. *Proceedings of the 19th Annual Conference of the Cognitive Science Society*. 418-423. Lawrence Erlbaum Associates, Inc.
30. **Lee, F.J.**, Anderson, J.R., and Matessa, M.P. (1995). Components of dynamic skill acquisition. *Proceedings of the 17th Annual Conference of the Cognitive Science Society*. 506-511. Lawrence Erlbaum Associates, Inc.

Grants Funded

* Denotes Current Projects

2025-27*	Life at 100.4: An Immersive Social Virtual Reality Education Tool for Adolescent and Young Adult Cancer Patients and Caregivers. Asher, Smith, Puthenpura, and Lee (Co-I) , Weser, Hieftje, Truesdell. \$400K. Award# 1R41NR022239-01, National Institute of Nursing Research.
2025-26*	Skyscraper Games 2026. Lee (PI) and Truesdell. \$50K (gift). Brandywine Realty Trust.
2025-26*	Digital platform for creative expression to empower young people through game design and development, and foster community-building through public play. Lee (PI) and Truesdell. \$100K. Young Futures.
2025-26	Sabbatical Invitational Program for Professors from Excellent International Universities. Lee (PI) . \$37K (estimate based on provided support). Sogang University, South Korea.
2024	Exploring Collaboration on the Use of Game-Based Approach for Patient Education. Children's Hospital of Philadelphia. Lee (PI) . \$17,000.
2023	Developing Modules to Address Microaggressions and Discriminatory Behaviors. Leff, S. and Duncan, A.F., Children's Hospital of Philadelphia. National Institute of General Medical Sciences, National Institutes of Health. Project # 1R25GM149980-01. \$95,218. (Lee, consultant)
2020-23	Story Seek: A Location-Based Mobile Game for Storytelling in Philadelphia. Lee (PI) , William Penn Foundation. \$450,000.
2020-01	SIM-PHL: An Interactive Neighborhood Simulator in Philadelphia. Lee (PI) , Knight Foundation. \$164K.
2019-20	Civic Engagement through Interactive Projection. Lee (PI) , Knight Foundation. \$139,770.
2019	Skyscraper Games for Kids. Lee (PI) , Brandywine Realty Trust \$25,000. Gift.
2018-19	Teacher Tension. Lee (PI) , Educational Testing Service. \$55,000.
2017-18	Age of Alchemy: The Goldsmith's Daughter - A Game Prototype. McLeary, Lee (Co-PI) , Sharpe. National Endowment for the Humanities. \$100,000.
2017	Alchemy Explored Through a Game. Lee (PI) , Chemical Heritage Foundation. \$10,000.
2017-18	Skyscraper Games: Regional STEAM Contest for Kids. Lee (PI) , Smith. Intel. \$160,000.
2016-18	Hacktion: Learning Cybersecurity Through Play. Lee (PI) , NSF EAGER. \$150K.
2016-17	Minecraft MOD for Children with Hemophilia. Lee (PI) , and Ontañón. Pfizer Inc. \$157K

- 2016-18 Drexel Areas of Research Excellence (DARE): Gaming, Simulation & Society. Rank, Ayaz, Daly, Diefenbach, Forman, Foster, **Lee (Co-PI)**, O’Neil, Ontañón, Shewokis, Sims, Smith, and Zhu. Drexel University. \$250K. 2016-2017.
- 2016-18 Drexel Market-Driven Academic Program Ventures (MPV): TranSCEND: Transdisciplinary Science, Computing, Engineering, and Design. Kim, Dion, Egan, Fontecchio, **Lee (Co-PI)**, Smith. Drexel University. \$150K. 2016-2018.
- 2016-17 War of the Worlds: Philadelphia. **Lee (PI)**, Mackey, Zhu, and Gass. William Penn Foundation. \$356,000.
- 2015-16 Game Design Workshops for Middle and High School Girls. **Lee (PI)**. Intel. \$100,000.
- 2015-16 The Paley Project. Gass and Lee (Co-PI). Temple Libraries. \$3,000.
- 2014-16 Growing Pennsylvania’s Interactive Media Industry. Harrisburg University of Science and Technology. PA Department of Community and Economic Development. \$750K [\$200K subcontract to **Lee (PI)**].
- 2014-15 Game-Centric TechShopz in a Box with TechGirlz. **Lee (PI)**. Entertainment Software Association Foundation. \$50K.
- 2014-15 Urban Game Project. **Lee (PI)**. Brandywine Realty Trust. \$50K.
- 2014-15 International Experience for Faculty. **Lee (PI)**. Office of International Programs, Drexel University. 1.4K
- 2014-15 Research Co-Op Grant. **Lee (PI)**. Office of the Provost, Drexel University. \$7.5K.
- 2014-15 Microsoft Azure Education Grant. **Lee (PI)**. Microsoft Inc. \$20K (in-kind)
- 2013-14 Mindfun. Daly, Connell, **Lee (Co-PI)**, Regli. Shire Pharmaceutical Development Inc. \$250K.
- 2013-14 Pong on the Cira Centre. **Lee (PI)**. Brandywine Realty Trust Inc. \$5K (gift).
- 2012-14 Retraining Neurocognitive Mechanism. University of Pennsylvania. \$50K, Diefenbach and **Lee (Co-PI)**.
- 2012-13 Microsoft Imagine Cup US Competition. **Lee (PI)**. Microsoft Inc. 10k (gift).
- 2010-11 Social Gaming for Children with Autism. Hurowitz and **Lee (Co-PI)**. Human Enhancement Cognition Program, Drexel University. \$5k.
- 2004-08 ITR: Rapid Evaluation of User Interfaces in Multitasking Environments. Salvucci and **Lee (Co-PI)**. National Science Foundation, \$1M.
- 2004-05 TRAILS Course Development Award: A Course on Educational Game Design. **Lee (PI)**. SRI International. \$44K.
- 2002-03 A Computational Theory of Psychological Time within a Cognitive Architecture Framework. **Lee (PI)**. Office of Naval Research. \$79K.
- 2002-07 Assessing, Understanding and Improving the Transfer of Learning in Undergraduate Math, Science and Engineering. Lister, Connor, Siegmann, **Lee (Co-PI)**, Cummings. National Science Foundation. \$350K.
- 2001-03 The Mental Metalogic Research and Development Program: A New, Comprehensive Approach to Human and Machine Reasoning. Bringsjord, Yang, **Lee (Co-PI)**, Heuveln. Exploratory Research Seed Project, Rensselaer Polytechnic Institute. \$50K.
- 2002-03 Modeling Dynamic Multitasking in a Cognitive Architecture. Salvucci and **Lee (Co-PI)**. Nissan Technical Center North America. \$65K.

Grants Submitted

- 2026-27 What research should professors do? Engaging with the community. **F. Lee (PI)**. Knight Foundation. \$200K.

Grants Unfunded

- 2026-27 Developing a 3D Simulation of the Compact Muon Solenoid (CMS) Detector at the CERN Laboratory for K-12 Education and Outreach. **F. Lee (PI)** and L. Lee. EPIC Mega Grant. \$150K.
- 2026-27 Skyscraper Games 2026: Digital platform for creative expression to empower young people through game design and development. **Lee (PI)** and Truesdell. EPIC Mega Grant. \$100K.
- 2025-26 Skyscraper Games for Kids 2026. **Lee (PI)** and Truesdell. \$150K. Activision.
- 2025-30 A Cluster Randomized Controlled Trial of a Multilevel, Multifaceted Structural Racism and Discrimination Healthcare Intervention. **Lee (PI)**. \$393K. National Institutes of Health (Subaward from Children's Hospital of Philadelphia).
- 2024-26 Life at 100.4: An Immersive Social Virtual Reality Education Tool for Adolescent and Young Adult Cancer Patients and Caregivers. **Lee (PI)**. \$398K Yale University (Subaward from National Institutes of Health) \$398K.
- 2024-25 Life at 100.4: An Immersive Social Virtual Reality Education Tool for Adolescent and Young Adult Cancer Patients. **Lee (PI)**. \$86K. Yale University. (A Subaward from Yale New Haven Health Network Innovation Award).
- 2024-27 MIRAGE: Mixed Reality Cognition with Augmented Guarantees. Kim (PI), Xu, Stamm, **Lee (Co-PI)**, Salvucci, Johnson, Sirkin, Jushchyshyn, Zhou. Defense Advanced Research Projects Agency. \$9.5M.
- 2023-25 Life at 100.4: An Immersive Social Virtual Reality Education Tool for Adolescent and Young Adult Cancer Patients. Marks, A. Teen Cancer America, Inc. \$370K. (Subaward to **Lee (PI)** \$205K)
- 2023-25 Life at 100.4: An Immersive Social Virtual Reality Education Tool for Adolescent and Young Adult Cancer Patients. Marks, A. The Unity for Humanity Grant. \$289K. (Subaward to **Lee (PI)** \$205K)
- 2023-25 Age of Alchemy: The Goldsmith's Daughter. **Lee (PI)**. National Endowments for the Humanities. \$400K.
- 2022-24 Age of Alchemy: The Goldsmith's Daughter. Science History Museum. National Endowments for the Humanities. \$400K. (A subaward to **Lee (PI)**, \$300K).
- 2020-23 Integrating Unreal Engine into the Student Incubator at Drexel University's Entrepreneurial Game Studio. **Lee (PI)**. Epic Games. \$379K.
- 2020-22 Age of Alchemy. McLeary, **Lee (Co-PI)**, Sharpe. National Endowment of the Humanities \$300K.
- All five reviews rated the proposal as Excellent.
- 2020 Civil Dialog: Expanding Public Speech with an Interactive First Amendment Wall in Washington D.C. Lee (PI). Epic Games. \$474K
- 2017-18 Salt and Sulfur: Teaching Game Design Through Immersive Learning. Lee (PI). IMLS \$125K (joint submission with Chemical Heritage Foundation).
- 2017-18 Age of Alchemy. Lee (PI). NEH \$187K (joint submission with Chemical Heritage Foundation).
- 2017-18 Promoting Safety in Urban Environment through Advance Health Monitoring of Transportation Infrastructure. Farnam, Bartoli, Lee (Co-PI), Izzetoglu. Department of Transportation \$600K. (part of a multi-university team submission with Virginia Commonwealth University as the lead university).
- 2016-19 NRT-IGE: Transdisciplinary Science, Engineering, and Design. Kim, Dion, Fontecchio, Lee (Co-PI), Smith. NSF. \$500,000. (Not Reviewed - Missing Letter of Intent).
- 2016-17 Virtual Job Counselor for People with Cognitive Disabilities. Daly, Lee (Co-PI), and Tremoulet. Kessler Foundation. \$500K.

- 2015-16 Identity Exploration Through Video Game Design. Lee (PI), Kim, and Gass. Entertainment Software Association Foundation, \$50K.
- 2015-16 Game/Play: Theater and Gaming for Innovation. Lee (PI) and Gass. The Excite Seed Fund \$5K.
- 2015-16 The Paley Project. Gass and Lee (Co-PI). Temple Libraries, \$5K.
- 2015-16 World's Largest Videogame Contest for Kids. Lee (PI). Westphal College Creativity Fund, \$50K.
- 2015-17 War of the Worlds: Philadelphia. Lee (PI) and Mackey. Bloomberg Philanthropies Public Art Challenge. \$1.0M.
- 2015-16 Intercom. Lee (PI). United Nations Organization for Educational, Scientific and Cultural Organization (UNESCO), \$100K.
- 2014-15 Game Based Learning to Manage Bowel Bladder Dysfunction in Children. Srinivasan. Arthur Vinning Davis Foundation. \$80K [\$60K subcontract to Lee]
- 2014-17 Communication Training Using Serious Games and Automated Assessment. Wilson, Bass, Griswold-Theodorson, Izzetoglu, Koku, Lee (Co-I), Montgomery, Multak, Rockstraw, Sarcevic, Shewokis, Zelenkauskaitė, and Price. U.S. Department of Defense, \$1.7M.
- 2012-15 EXP: Digital Evidence Collection Simulator – Reimagining Learning and Support for Educating First Responders and Criminal Investigators. Podhradsky, D'Ovidio, Foster, and Lee (Co-I). National Science Foundation, \$540K.

External Media (Print, Radio, TV)

- 05/26 [Middle schoolers light up Philadelphia skyscraper with original video games](#). CBS News.
- 05/26 [Enter the lottery to play the world's largest video game](#). Technical.ly.
- 05/25 [15 years in, Philly Tech Week still brings the city's tech scene together](#). Technical.ly.
- 06/24 [From Players to Creators: Diving into the Video Game Industry](#). Digital Citizen, Apple Podcast.
- 01/24. [Remember Pong on the Cira Centre? To help Philly's creative economy do more civic projects like that, 'support folks who have big ideas'](#). Technical.ly.
- 08/21. ['SimCity'-style game out of Drexel expands to feature larger, more ambiguous city](#). Philly Voice.
- 04/21. [Inside Drexel's Entrepreneurial Game Studio](#). FTW Philly, NBC Sports Philadelphia.
- 12/20. [Theatre Exile's timely play about isolation and gaming culture kicks off its first virtual season](#). Technically Philly.
- 10/20. [Drexel University's Dr. Frank Lee projects civil dialogue seven stories tall for Philly Tech Week](#). Generocity.
- 10/20. [When speculative technology meets West Philly](#). Generocity.
- 10/20. [Drexel students develop videogame and win big at E3](#). NBC Sports Philadelphia.
- 09/20. [Civil dialogue: How do we talk to each other?](#) (audio) Radio Times on WHY?
- 09/20. [This Drexel prof says Twitter is uncivil. So he's projecting your tweets on a building](#). Technically Philly.
- 09/20. [Look Back: 10 Years of Philly Tech Week](#). (video) Technically Philly
- 08/20. Civil Dialog coverage on PHL17. (video) PHL17
- 08/20. [This art project will use a 7-story building as a sounding board for community voices](#). Technically Philly.
- 08/20. [Drexel's 'Civil Dialog' installation will hold social media conversation on side of West Philly building](#). Philly Voice.
- 06/20. [This SimCity-type game will help players understand urban planning via Philly open data](#). Technically Philly.
- 06/20. [SimCity-style Philly urban planning game in the works at Drexel](#). Philly Voice.
- 06/19. [Skyscraper Games](#). TIME for Kids.

- 02/19. Wednesday's Child: James. NBC Philadelphia.
- 08/18. Fortnite Didn't Do Anything New. That's Why It Will Shape The Future Of Gaming. Futurism.
- 07/18. What are 'battle royale' games? Philly Voice.
- 03/18. EGS Game Expo (video). NBC Philadelphia.
- 02/18. 'Fortnite' frenzy takes over gaming world. ABC Philadelphia.
- 01/18. Chemical Heritage Foundation reveals rebranding plan, new name. Philly Voice.
- Minecraft Mod for Kids with Hemophilia
 - 09/17. Pfizer puts hemophilia spin on ultrapopular Minecraft to educate young patients. Fierce Pharma.
 - 08/17. Pfizer and Drexel develop Minecraft-like game to help young hemophiliacs and caregivers. MedCity News.
 - 08/17. Pfizer Rare Disease Launches Two First-of-Its-Kind Innovative Technologies for People Living with Hemophilia at National Hemophilia Foundation Annual Meeting. Business Wire.
- 08/17. From blood, guts, and killer bots, video games turn to soul-searching. (Sunday Issue) Philadelphia Inquirer.
- 06/17. EXCERPT: "Playing Tetris on a Philly Skyscraper," From Andrew Ervin's Bit By Bit. Philebrity.com
- 02/17. 'Surreal' video game hatched at Drexel earns acclaim. Philadelphia Inquirer.
- 01/17. Infrequently Asked Questions: Why do console games need to 'install' from a disc? Philly Voice.
- 12/16. Help game professor Frank Lee bring an alien invasion to Philadelphia. Technically Philly.
- 10/16. Catching Up With Past Philly Geek Awards Winners. Philadelphia Magazine (October Issue).
- 09/16. The Health Benefits of Gamification. U.S. News and World Report (Special Issue on Best Hospitals 2017 Edition)
- 07/16. Infrequently Asked Questions: How does augmented reality work? Philly Voice.
- 05/16. The TechGirlz are Making a Splash at Philly Tech Week. The Lightning Strike.
- 2016 UK-US Games for Healthcare Workshop. March 22-23, 2016. Philadelphia, PA
 - 03/16. Drexel profs play games with Brits to improve health. Philadelphia Inquirer. (Front Page, Business Section).
 - 03/16. Philly's health IT scene should pay attention to the rise of 'serious games'. Technically Philly.
 - 03/16. Drexel Hosts Workshop For Therapeutic Video Games. CBS Philadelphia. (KYW Radio Clip)
 - 03/16. Drexel workshop to discuss if video games can improve health. Philly Voice.
- 03/16. Five for Friday: Gaming educator and advocate Frank Lee. Philly Voice.
- 02/16. Playing the feminist game – Anita Sarkeesian talks on gender in video game culture at ExCITe Center. The Triangle.
- 01/16. 7 video games being made in Philly right now. Philly Voice.
- 01/16. Outrageous Acts of Science. Science Channel (Shown 01/09/2016 at 9PM EST).
- 12/15. Teen Girls Will Create Games to Play on a Philadelphia Skyscraper. IEEE Spectrum.
- 12/15. Philly kids are going to design video games to play on the Cira Centre. Technically Philly.
- 11/15. What Philadelphians are thankful for this Thanksgiving. Philly Voice.
- 11/15. Hearthstone Makes First Appearance on National Television. Forbes.
- 11/15. Why Drexel's Frank Lee is involved in a televised athletic competition for veterans. Technically Philly.
- 10/15. Exploring the gaming culture. The Temple News.

- 10/15. [Can New Hampshire's Newbie Video Game Industry 'Level-Up'?](#) New Hampshire Public Radio (NHPR).
- 09/15. [Taking gaming into the real world.](#) Engadget.
- 07/15. [Starbright – Slingshot Through Space on Android.](#) Indie Game Magazine.
- 07/15. [Year after opening, Drexel gaming development studio sees success.](#) Philadelphia Business Journal
- 07/15. [Minecraft and The Business of Games.](#) Wharton School Business Radio on Sirius XM.
- 06/15. [See the winners of Drexel's Entrepreneurial Game Studio Pitch Competition.](#) Technically Philly.
- 05/15. [Playing 'Tetris' could alter brain structure.](#) Philly Voice.
- 04/15. [Drexel and TechGirlz partner to teach game design to young women.](#) Keystone Edge.
- 04/15. [Your Body on Candy Crush Saga.](#) Women's Health Magazine.
- 03/15. [Philly nonprofit inspires girls to get into tech.](#) City Paper
- 03/15. [UC Davis shuts arcade as classic video games collect dust.](#) Sacramento Bee
- 03/15. [Drexel University Partners With TechGirlz To Launch New Game Design Program For Women.](#) [\(video link\)](#) CBS Philadelphia
- 03/15. [A Drexel professor's plan to turn Philadelphia into a national video gaming hub.](#) City Paper
- 02/15. [Drexel and TechGirlz to Create Online Game Design Class for Teens.](#) Techgirlz
- 01/15. [Drexel professor named one of 2014's most admirable gaming people.](#) USA Today
- 01/15. [Game On: Three PA schools collaborating on interactive media consortium.](#) Keystone Edge
- 12/14. [Polygon's 50 admirable gaming people of 2014.](#) Polygon.
- 12/14. [2014 in Philly Tech: Consumer start-ups, Open Data movement, and Comcast marries Time Warner.](#) Billy Penn Daily.
- 12/14. [Frank Lee wants to build a citywide, interactive version of 'War of the Worlds'.](#) Technically Philly.
- 12/14. [Mayor Nutter Announces Philadelphia's Selection for Bloomberg Philanthropies Public Art Challenge.](#) Creative Philadelphia.
- 11/14. ['We want to be the home of indie games in America': Philly Game Forge 2.0.](#) Technically Philly.
- 11/14. [Drexel gets piece of \\$750K grant for video gaming curriculum.](#) Philadelphia Business Journal.
- 11/14. [PA universities net \\$750k state grant to grow local game industry.](#) Gamasutra.
- 11/14. [Video game developers, universities pushing the right buttons.](#) Metro.
- 11/14. [Drexel, two other Pa. schools get \\$750K to grow state's video game industry.](#) Technically Philly.
- 11/14. [Drexel Gets State Grant to Develop Video Games.](#) Philadelphia Magazine.
- 09/14. [Video game developers need tax breaks to stay.](#) Metro.
- 09/14. [Inside the Celebrity-Lust Gaming Boom.](#) Rolling Stone (September 2014 Issue)
- 08/14. [Nearly Half Of All Gamers Are Female, But Industry Lacks Women Developers.](#) CBS Philadelphia
- 08/14. [New Video Game From Philly Startup Goes International.](#) NBC Philadelphia
- 07/14. [Kim Kardashian's game is making millions of dollars because ... it's not terrible.](#) Polygon.
- 06/14. [Watch the Five Craziest Real-Life Tetris Games.](#) Bloomberg News.
- *Skyscraper Tetris*
 - 04/14. [How a Drexel Professor Created the World's Biggest Game of Tetris.](#) Fast Company.
 - 04/14. [From Game Boy to skyscraper: Playing the world's largest game of Tetris.](#) Ars Technica

- 04/14. [Gamer's Delight: Skyscraper-Sized Tetris Game](#). (Video) Wall Street Journal.
 - 04/14. [Making a Game Larger Than Life](#). (Video). The NY Times.
 - 04/14. [How the creator of Skyscraper Tetris hopes to expand social experiences](#). Polygon.
- 04/14. Working to make Phila. a mobile-gaming hub. Philadelphia Inquirer.
- 03/14. Drexel University lab merges fashion and technology into wearable future. Metro.
- 02/14. [What Irrational Games' closure means for the industry](#). Polygon.
- 12/13. [Ars 2013 images of the year](#). Ars Technica.
- 11/13. [ThinkFest Video: Frank Lee](#). Philadelphia Magazine.
- 11/13. [Pong! Cira Centre Game Officially a Record](#). NBC Philadelphia.
- 11/13. [It's Official: Philly's Skyscraper- Sized Video Game Is World's Largest](#). CBS Philadelphia.
- 11/13. [ThinkFest Snapshot: Video Game Designer Frank Lee](#). Philadelphia Magazine.
- 08/13. [2013 Philly Geek Award Winners](#). WHYY.
- 08/13. [Philly Geek Awards 2013 winners](#). Technically Philly
- 07/13. [How the US won The Imagine Cup with Math](#). Polygon.
- *Pong on the Cira Centre.*
 - 04/13. [WATCH: Gamers Play 'Pong' on the Side of a Philadelphia Skyscraper](#). Time.
 - 04/14. [Pong game is writ large on Philly skyscraper](#). USA Today.
 - 04/13. [Philadelphia skyscraper turns 'Pong' into 'world's largest video game'](#). NBC News.
 - 04/13. Man behind 'Grandest Game of Pong'. Philadelphia Inquirer, 4/12/2013.
 - 04/13. [Inventing a skyscraper console: How a professor is bringing Pong to Philadelphia's Cira Centre](#). Polygon.
 - 04/13. King of Pong: How a Drexel professor turned a skyscraper into an Atari. City Paper Philadelphia.
 - 04/13. [Pong Comes Back in a Big Way](#). The Wall Street Journal.
 - 04/13. [Playing Pong on the Cira Center](#). (Video) PHL17.
 - 04/13. ["The World's Biggest Game Of Pong: Here's How They Built It."](#) Fast Company.
 - 04/13. [Selling, coding, and playing the 'world's largest videogame'](#). Ars Technica.
 - 04/13. [Philly Turns Skyscraper Into Video Game Screen For Tech Week](#). NPR.
- 03/13. Grand Theft Brooklyn? NYU to open game studies center. Today.
- 03/13. NYU to open center for studying games in Brooklyn. The Wall Street Journal.
- 03/13. [Utah, USC Top College Video Game Design Programs](#). USA Today.
- 03/13. [Top Colleges for Game Design in North America](#). Kotaku.
- 03/13. Tomb Raider's New Lara Croft Shows Story Matters. Discovery News.
- 12/12. A Spotlight on the Brightest Minds. (video) Philadelphia Magazine.
- 11/12. Frank Lee: The Man Who May Bring the Gaming Industry to Philly. 215 Magazine.
- 11/12. [Reinvention of Philly: The Smartest People in Philadelphia](#). Philadelphia Magazine.
- *MathDash – Out of more than 80 media mentions and stories, select editorial coverage provided below.*
 - 07/12. [‘세계 컴퓨터 경연’우승](#). (S. Korea)
 - 07/12. [세상을 돕는게임?...있습니다](#). (S. Korea)
 - 07/12. [MathDash : 优秀学生创业团队是如何炼成的?](#) iFanr. (China).
 - 07/12. [EdTech Solutions at the 2012 Imagine Cup](#). Huffington Post.
 - 07/12. Gallery: The winners of Microsoft's 2012 Imagine Cup. Popular Science.
 - 07/12. [USA and Thailand win Imagine Cup game design competition](#). The Verge.
 - 07/12. 2012 Imagine Cup touts assistive technology. Examiner.com
 - 07/12. [Drexel team brings home first prize from international tech competition](#). WHYY.
 - 06/12. Designers of "Math Dash" talk about mobile app. CBS Philadelphia
 - 05/12. Microsoft U.S. Imagine Cup: Drexel team wins mobile game design category, \$6000 cash prize. Technically Philly.

- 06/12. [Dungeons & debtors in the video game industry](#). The Boston Globe.
- 03/12. Will EA Sports follow Tom Cruise on the tax credit trail to PA?. Capitolwire.com.
- 03/11. A Rubik solver built for speed: Rowan pair's robot has all the right moves. Philadelphia Inquirer
- 03/11. The Top Places to Study Video Game Design — For Credit. The New York Times.
- 02/11. Two 'Jeopardy!' aces to square off against computer. The Philadelphia Inquirer.
- 09/10. Philly's Their Game. The Philadelphia Inquirer.
- 05/10. [El día que la consola 'mató' a la mina: Pensilvania vira su economía de la siderurgia hacia sectores como los videojuegos](#). El Pais (Spain).
- 05/10. Game Designers' Bright Future. CBS News.
- 04/10. Alternative zu Kalifornien und Kanada. GamesMarkt (German).
- 04/10. The Upstarts Take to Start-ups. The Philadelphia Inquirer.
- 02/10. USC ranked No. 1 among video-game design programs. (Drexel #3). USA Today.
- 04/10. 8 Highest Rated Colleges for Game Design. Gamepro, April 2010.
- 01/10. Videogame Growth Initiative pushes to attract companies. Philadelphia Business Journal.
- 08/09. Philly Devs' Ambition: Make Their City the Hollywood of Gaming. Kotaku.
- 08/09. Group seeks to turn Philadelphia into 'the Hollywood for video games'. Joystiq.
- 08/09. Videogame Growth Initiative Sparks Philly's Game Development Industry. Gamedev.net.
- 08/09. All in the Games: A group of young entrepreneurs wants to make Philly the Hollywood of video games. City Paper, Philadelphia.
- 09/08. Brain scanners, fyncams take computer interfaces beyond multitouch. Wired.
- 08/08. Brain-powered games. Los Angeles Times.
- 08/08. Students Develop 'Mind-Control' Interface to Play Video Games Without a Controller. Physorg.
- 06/08. Drexel Students Create 'Mind Control' Video Games. CBS3, Philadelphia.
- 05/08. College sees the future: Video games. The Philadelphia Inquirer.
- 09/06. Before Buying a New Video Game Console. ABC6, Philadelphia.

Drexel University Media

- 05/26 [GOAL! Drexel's Saphead Studios Brings "PhillyBall" To Local Sports Bars](#). LeBow College of Business News.
- 05/26 [Playing 'Skyscraper Games' at Cira Centre to Celebrate Semiquincentennial and Philly Tech Week](#). Drexel News Blog.
- 05/26 [Just a Game | Playful Creation with Frank Lee & Erin Truesdell](#). Iterations Podcast.
- 10/25 [Video Game Design Reaches New Heights in 'Skyscraper Games'](#). Drexel News Blog.
- 01/24. [Entrepreneurial Game Studio's App Takes Stanzas to the Streets](#). Drexel News Blog.
- 07/23. [Q+A: Can AI Help Video Games Reach the Next Level?](#) Drexel News Blog.
- 08/21. [If You Ran the City....](#) EXEL Magazine.
- 08/20. [Drexel Professor Wants to Help Us All Have a Big Talk](#). Drexel NOW.
- 06/20. [Entrepreneurial Game Studio to Launch SIM-PHL, an Urban Planning Simulator Game Powered by Philadelphia's Open Data](#). Drexel University.
- 06/19. [Middle Schoolers' Video Games Played on 29-Story Philadelphia Skyscraper](#). (Video). Drexel University.
- 06/19. [Drexel's Skyscraper Games by Kids: Meet the Coders](#). (Video). Drexel University.
- 06/19. [Drexel's Skyscraper Games by Kids](#). (Video) Drexel University.
- 01/19. [On Exhibition at Drexel's Pearlstein Gallery: The Art of Game Creation](#). Drexel NOW.
- 07/18. [5 Years, 10 Games, 1 Vision and Some Soul](#). Drexel Magazine.
- 04/18. [Sharing Means Winning in Drexel Students' Video Game](#). Drexel News Blog.
- 01/18. [Drexel University President's Report 2017: Future in Focus](#). Drexel University.
- Entrepreneurial Game Studio highlighted in Research & Innovation Stories.

- 12/17. Drexel and Chemical Heritage Foundation Mix Artifacts With Mobile Gaming to Create History of Alchemy Experience. Drexel NOW
- 03/17. Drexel game team qualifies for finals. The Triangle.
- 02/17. Going Toe-To-Toe With 'Pokémon Go'. Drexel News Blog.
- 12/16. Want to Help Plan For an Alien Invasion? Drexel News Blog.
- 10/16. Q+A: Survival of the Coolest? The Struggle to Get Noticed in the Marketplace of Games. Drexel News Blog.
- 09/16. Can 'Pokémon Go for Hackers' Teach You Cyber Self-Defense?. Drexel News Blog.
- 07/16. Pokémon Go: The game that caught us all. The Triangle
- 07/16. Q+A: Pokémon GO Introduces The General Public to Augmented Reality Gaming. Drexel News Blog.
- 04/16. Shelving Your Concept of 'Library'. Drexel News Blog.
- 04/16. Taking Gaming to the Highest Level. The Drexel Difference.
- 03/16. No Easy Questions for Anita Sarkeesian at the ExCITe Center. Drexel NOW.
- 02/16. Playing the feminist game – Anita Sarkeesian talks on gender in video game culture at ExCITe Center. The Triangle.
- 08/15. Reaching for the Stars in the Entrepreneurial Game Studio. Drexel NOW
- 07/15. Level Up: Economic Development Grants Give Boost to Drexel Game Studio. Drexel Magazine (Summer 2015).
- 04/15. Philly celebrates Tech Week 2015. The Triangle
- 03/15. Drexel Game Design Again in Top 10 of Princeton Review List. Drexel Now.
- 02/15. Professor teams up with TechGirlz to teach game design. The Triangle.
- 02/15. Drexel and TechGirlz to Create Online Game Design Class For Teens. Drexel Now
- 01/15. Polygon names Frank Lee one of 2014's Most Admirable Gaming People. The Triangle.
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