

# Laura M. Herman, PhD

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## EDUCATION

**Oxford Internet Institute, Oxford University, Oxford, UK**

*PhD Information, Communication, and the Social Sciences*

OCT 2021 – JUNE 2024

**Funded by:** UK Arts & Humanities Research Council,  
Open-Oxford-Cambridge Doctoral Training Programme Studentship

Dieter Schwarz-OII AI & Work Fellow  
Erasmus University Rotterdam FemLab Fellow  
Zonta International Women in Technology Scholarship Recipient  
Yale University–Paul Mellon Centre Graduate Programme Fellowship

**Oxford Internet Institute, Oxford University, Oxford, UK**

*MSc Social Science of the Internet*

OCT 2020 – JUNE 2021 | **Distinction**

**Thesis:** *Conceptualizing Creativity on Curated Content Platforms: a Longitudinal Study*

**Relevant Coursework:** Cultural Analytics; Digital Ethnography; Qualitative Data Analysis; Statistical Research Methods; Social Dynamics of the Internet; Internet Technologies & Regulation; Digital Social Research Methods; Science & Technology Studies; Experimental Approaches; Foundations of Data Visualization

**Princeton University, Princeton, NJ**

*BA Psychology; Certificates in Neuroscience, Cognitive Science, and Cultural Studies*

SEPT 2014 – JUNE 2018 | **GPA: 3.8, Cum Laude**

**Departmental Thesis Award:** George A. Miller Prize in Cognitive Science

**Relevant Coursework:** (COS 436) Human-Computer Interface Technology; (ENE 475) Human Factors– Psychology for Engineering; (ENT 201) Creativity, Innovation, and Design; (PSY 251) Quantitative Research Methods; (COS 126) General Computer Science; (ART 252) Art as Science/Science as Art

## EXPERIENCE

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**Adobe**

JULY 2018 – PRESENT

**Head of AI Research**

- Managing a mixed-methods research team responsible for Generative AI technologies across Creative Cloud
- Driving research strategy and roadmaps for all of Adobe’s “Firefly” technology across creative applications
- Working closely with Product, Design, and Engineering Directors and VPs to drive user-centered strategy input in rapidly-changing technological landscape

**Senior Research Lead, Market Expansion**

- Managed a research team supporting products for future creative audiences by leveraging emerging technologies, addressing the untapped TAM
- Drove strategic alignment across the Digital Media product organization (Creative Cloud & Document Cloud) to deliver seamless user experiences that increase new user acquisition, engagement, and retention
- Secured buy-in from Adobe's CEO, CPO, and CTO for product roadmaps, target user audiences, cross-product workflows, prioritization frameworks, and future-forward visions

#### **Experience Research Lead, Creative Cloud & Emerging Products**

- Managed a team of researchers and strategists across Adobe's Creative Cloud, including emerging products under development for new audiences
- Created cross-product experience plans that drive strategy for all Creative Cloud desktop applications, mobile applications, and services
- Built partnerships with key product, design, and engineering decision-makers to ensure the prioritization of user needs & expectations
- Developed and executed replicable research protocol for all new products, including longitudinal research, beta programs, concept testing, and risk mitigation
- Implemented an inherently international, inclusive, and accessible approach

#### **Experience Researcher, Graphic Design**

- Led user research for all graphic design products, including Adobe Illustrator and Illustrator on the iPad.
- Launched a novel research framework for a private Beta program, including quantitative surveys, weekly UX insights, benchmark testing, qualitative user interviews, international feedback, and a longitudinal study.
- Conducted in-depth ethnographic workflow study in six cities in Japan & America, with impact for teams across the organization.
- Assessed product readiness and performed risk mitigation, including concept testing, usability testing, and diary studies, producing product strategy and design recommendations.
- Performed research on the software's ergonomics, accessibility, interoperability, learnability, and culturalization.

#### **Experience Researcher, Photoshop on the iPad**

- Led, planned, and conducted dozens of concept tests, usability tests, and ethnographic research with over 215 participants.
- Organized and executed a month-long longitudinal study with two groups of target users, including ethnographic interviews, contextual inquiries, usage analytics, diary coding, and quantitative survey design.
- Presented a set of design recommendations for each research study; collaborated with designers to implement design changes.
- Integrated research findings into engineering tracking pipeline and company-wide product feature prioritization roadmap.
- Presented research findings to Adobe's CTO, CPO, and CEO.

### **Intel, Portland — *User Experience Research Intern***

JUNE 2017 - SEPT 2017

- Completed rigorous quantitative and qualitative analyses of user biases in diversity-centric VR environments; project exhibited at SXSW and the Sundance Film Festival.
- Ideated, planned, and fully executed a VR study; evaluated using controlled biometric, qual, and quant analyses.

- Performed multiple heuristic and usability tests for smart home technologies, reporting directly to principal project engineers.
- Provided landscaping and segmentation for current and emerging social VR capabilities.
- Created a multi-pronged heuristic evaluation template for use in all internal VR studies.
- Produced latency and accuracy KPIs to inform technical decompositions for over a dozen AI and machine learning use cases.

**Princeton University Psychology and Neuroscience Departments,  
Princeton — *Researcher***

SEPT 2015 - JUNE 2018

- Developed experimental design, directed trials (psychophysics, fMRI, EEG, etc.) of human subjects, and analyzed data, resulting in advances for neuropsychological cognitive research and computer vision techniques.

**Université Paris Descartes Laboratoire Psychologie de Perception,  
Paris — *Streicker Fellow***

JUNE 2016 - SEPT 2016

- Formulated hypotheses, assisted in data collection, and performed analyses for three ongoing sub-projects within an international collaboration on visual attention research.
- Collaborated with Paris-based artists to create head-mounted displays that alter motion perception by creating equiluminance, which were subsequently exhibited at the Tate Gallery.

**Harvard University Vision Sciences Laboratory, Cambridge —  
*Research Assistant & Data Analyst***

MAY 2012 - SEPT 2014

- Assisted in data collection and experimental procedure for ongoing psycho-physical projects.
- Independently developed a novel multisensory experiment with significant results; published and presented at numerous conferences on behalf of the laboratory.

**AWARDS &  
FELLOWSHIPS**

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Yale University–Paul Mellon Centre Graduate Fellowship Programme

United States Fulbright Research Award

UK Arts & Humanities Research Council Doctoral Studentship

Zonta International Women in Technology Scholarship Award

Erasmus University Rotterdam FemLab.Co Affiliate & Fellow

Dieter Schwarz–OII AI & Work Fellow

Webby Award– Creative Production App People’s Voice Winner

George A. Miller Thesis Prize in Cognitive Science

Princeton Department of Psychology Cum Laude

Streicker International Fellowship

*Innovation Magazine's 25 Under 25*

American Academy of Neurology Neuroscience Research Prize

Princeton's Office of the Dean of the College Undergraduate Research Award

Art & Design of Science Award

American Synesthesia Association Student Award

## PEER-REVIEWED PUBLICATIONS

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Chateau, L., Arora, P., & **Herman, L.** (2025). Cross-cultural approaches to creative media content in the age of AI. *Media, Culture & Society*, 01634437251328188.

Serban von Davier, T., **Herman, L. M.**, Moruzzi, C. 2024. A Machine Walks into an Exhibit: a Technical Analysis of Art Curation. *Arts*, 13(5), 138.

Burrus, O., Curtis, A., & **Herman, L. M.** 2024. Unmasking AI: Informing Authenticity Decisions by Labeling AI-Generated Content. *ACM Interactions*. [doi.org/10.1145/3665321](https://doi.org/10.1145/3665321)

**Herman, L.M.**, Moruzzi, C. 2024. *The Algorithmic Pedestal: A Practice-Based Study of Algorithmic and Artistic Curation. Leonardo.*

Eccles, K., **Herman, L.M.**, Moruzzi, C., & Mustaklem, M. 2024. Introducing the Method of Exhibit-Based Research. *Communication Design Quarterly*. DOI: 10.1145/3627691.3627696.

Chen, N., Sin, F.J., **Herman, L.M.**, Nguyen, C., Song, I., Yoon, D. 2023. Using Online Videos as the Basis for Developing Design Guidelines: A Case Study of AR-Based Assembly Instructions. *Proc. ACM Hum.-Comput. Interact.* 7, ISS, Article 428 (December 2023), 23 pages. <https://doi.org/10.1145/3626464>

**Herman, L. M.** & Arora, P. 2023. Decolonizing Creativity in the Digital Era, *Proceedings of the International Association of Design Research Societies Conference*, [doi.org/10.21606/iasdr.2023.307](https://doi.org/10.21606/iasdr.2023.307).

**Herman, L. M.** 2023. For Who Page? TikTok creators' algorithmic dependencies, *Proceedings of the International Association of Design Research Societies Conference*, [doi.org/10.21606/iasdr.2023.576](https://doi.org/10.21606/iasdr.2023.576).

Epstein, Z., Hertzmann, A., Akten, M., Farid, H., Fjeld, J., Frank, M.R., Groh, M., **Herman, L. M.**, Leach, N. and Mahari, R., Pentland, A., Russakovsky, O., Schroeder, H., Smith, A. 2023. Art and the science of generative AI. *Science*, 380(6650), pp.1110-1111.

Epstein, Z., Hertzmann, A., Akten, M., Farid, H., Fjeld, J., Frank, M.R., Groh, M., **Herman, L. M.**, Leach, N. and Mahari, R., Pentland, A., Russakovsky, O., Schroeder, H., Smith, A. 2023. Art and the science of generative AI: A deeper dive. *arXiv*: 2306.04141.

**Herman, L. M.** 2023. Globalized Creative Economies: Rethinking Local Craft, Provenance, and Platform Design. In *Feminist Futures of Work*, pp. 53–60.

Bylinskii, Z., **Herman, L.**, Hertzmann, A., Hutka, S., & Zhang, Y. (2023). Towards Better User Studies in Computer Graphics and Vision. *Foundations and Trends® in Computer Graphics and Vision*, 15(3), 201–252.

**Herman, L. M.** & Moruzzi, C. 2022. Exploring Embodiment’s Role in Creativity with Live Artistic Performances. In *Proceedings of the Workshop on the Role of Embodiment in the Perception of Human & Human & Artificial Creativity (TREPAC 2022) co-located with the 13th International Conference on Computational Creativity (ICCC 2022)*.

**Herman, L. M.** 2022. Algorithms’ Impact on Human Artistic Creativity: Doctoral Symposium. In *Proceedings of the 10th Conference on Computation, Communication, Aesthetics, and X*, p. 397.

**Herman, L. M.** & Hwang, A. H. C. 2022. In the Eye of the Beholder: a Viewer-Defined Conception of Online Visual Creativity. *New Media and Society*.

Malpica, S., Masia, B., **Herman, L.M.**, Wetzstein, G., Eagleman, D., Gutierrez, D., Bylinskii, Z., Sun, Q. (2022). Altering interval time perception: the inverted effect of asemanic visual features. *PLOS One*.

**Herman, L. M.** 2021. Remixing, Seeing, and Curating: Algorithms’ Influence on Human Creativity. In *ACM Creativity & Cognition ’21*, June, 2021, Virtual.

Zhao, N., Bylinskii, Z., Kim, N. W., Pfister, H., Lau, R., **Herman, L. M.**, & Echevarria, J. (2020). ICONATE: An Automated Approach for Compound Icon Generation and Ideation. In *Proceedings of the SIGCHI Conference on Human Factors in Computing Systems*. ACM.

Malpica, S., **Herman, L.M.**, Wetzstein, G., Bylinskii, Z., Masia, B., Eagleman, D. Sun, Q. (2020). Has half the time passed? Investigating time perception at long time scales in Virtual Reality. *Journal of Vision*.

**Herman, L. M.**, & Sherman, J. (2019). Virtual Nature: a Psychologically Beneficial Experience. In *Proceedings of the 2019 Human-Computer Interaction International Conference*.

**Herman, L. M.**, & Hutka, S. (2019). Virtual Artistry: Virtual Reality Translations of Two-Dimensional Creativity. In *Proceedings of the 2019 on Creativity and Cognition* (pp. 612–618). ACM.

Epstein, M., & **Herman, L. M.** (2019) Location-Based Augmented Reality Journalism and Civic Participation, In *Proceedings of the 10th Media in Transition Conference*.

Connolly, S., Connolly, D., Cleary, A., **Herman, L. M.**, & Cavanagh, P. (2017). Build Your Own Equiluminance Helmet. *i-Perception*, 8(4), 2041669517716467.

**Herman, L. M.**, Suchow, J., & Alvarez, G. (2013). Frequency-based synesthetic associations between letters and colors. *Journal of Vision*, 13(9), 880.

## OTHER PUBLICATIONS

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Why Technology Needs Artists: 40 international perspectives. *British Council*, July 2025. (Author)

Serpentine Galleries' Future Art Ecosystems 5, June, 2025. (Contributor)

Serpentine Galleries' Future Art Ecosystems 3, November, 2022. (Contributor)

"Globalized Creative Economies: Rethinking Local Craft, Provenance, and Platform Design." *FemLab*, November, 2021. (Author)

"What Can Tech Learn from Crip Futurity?" Hot Spots, *Journal of Cultural Anthropology*, July, 2021. (Co-Author)

"A Practical Guide to Inclusive Research," *Inclusive Research Guide*, 2021. (Author & Editor)

"Centering Perspectives from People with Disabilities in Inclusive Research," *Inclusive Research Guide*, 2021. (Author & Editor)

"Reaching out to Disability Communities for Inclusive Research," *Inclusive Research Guide*, 2021. (Author & Editor)

"Preparing for Inclusive Research with People with Disabilities," *Inclusive Research Guide*, 2021. (Author & Editor)

"Running Inclusive Research with People with Disabilities," *Inclusive Research Guide*, 2021. (Author & Editor)

"Inclusive Research Synthesis & Share-Out," *Inclusive Research Guide*, 2021. (Author & Editor)

"10 Key Steps to a Successful Product Beta Program," *XD Ideas*, 2021. (Author)

"From mind to canvas: Creating art with Synesthesia," *Adobe Blog*, 2020. (Author)

"My Path to Human-Centered Design," *Princeton University Human-Computer Interaction Lab*. (Author)

"Synesthesia" Definition, *Encyclopedia Britannica*, 2013. (Contributor)

## INVITED TALKS & WORKSHOPS

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**BFI Film Academy at FACT Liverpool, Speaker**  
DECEMBER 2025

**Global Innovation Forum, Keynote Speaker**  
NOVEMBER 2025

**Westminster Event: "Why Technology Needs Artists," Panelist**  
OCTOBER 2025

**UXCon, Keynote Speaker**  
OCTOBER 2025

**CHANEL Open Innovation Day, Keynote Speaker**

JULY 2025

**SXSW London, Speaker**

JUNE 2025

**Adobe Design Summit, Speaker**

JUNE 2025

**REMIX Summit, Invited Panelist**

JANUARY 2025

**India Science Festival, Invited Speaker**

JANUARY 2025

**UX Live, Product Design Week, Speaker**

NOVEMBER 2024

**Øredev Developers' Conference, Keynote Speaker**

NOVEMBER 2024

**"AI & Creativity" Panel at Malmö Art Museum, Invited Speaker**

NOVEMBER 2024

**Lecture for "Entrepreneurship & the Arts" course at Stanford University, Guest Lecturer**

OCTOBER 2024

**"Generative AI in Media Creation" Roundtable at the House of Lords, Palace of Westminster, Invited Participant**

OCTOBER 2024

***From Pessimism to Promise* Book Launch at Utrecht University, Invited Panelist**

OCTOBER 2024

**V&A Dundee Design Festival, Invited Panelist**

SEPTEMBER 2024

**Adobe x Museums: The Rise of Generative AI and its Impact on Creative Practice, Invited Speaker**

JULY 2024

**AD Talks: Why generative AI needs design leadership, Invited Panelist**

MAY 2024

**Nordic Media Days, Invited Keynote Speaker**

MAY 2024

**NextM Conference, Invited Keynote Speaker**

APRIL 2024

**YouTube EMEA & Google Deepmind, Invited Speaker**

MARCH 2024

**Roundtable Discussion on AI in the Creative Arts at University of Edinburgh Law Faculty, Invited Speaker**

MARCH 2024

**British Council Arts & Digital Innovation Programme, Invited Speaker**

FEBRUARY 2024

**Lecture for AI & Co-Creativity course at University of California Davis, Guest Lecturer**

FEBRUARY 2024

**“AI, Creativity, and Culture” lecture for Cultural Analytics course at University of Oxford, Guest Lecturer**

FEBRUARY 2024

**REMIX London 2024, Invited Speaker**

JANUARY 2024

**“Protecting Creativity in the Age of AI” at Kings College London, Invited Panelist**

DECEMBER 2023

**BRAID Generative AI Policy Summit for DCMS, Invited Contributor**

DECEMBER 2023

**Oxford Generative AI Summit, Invited Panelist**

OCTOBER 2023

**Emerce Eday, Invited Keynote Speaker**

OCTOBER 2023

**The Conference (Media Evolution), Invited Speaker**

AUGUST 2023

**Centre for the Aesthetics of AI Images, Invited Speaker**

JUNE 2023

**Aarhus University Datafication of Society Course, Guest Lecturer**

MARCH 2023

**Amsterdam University Press Book Launch, Invited Panelist**

MARCH 2023

**Studio Olafur Eliasson Research & Advocacy Talk, Invited Speaker**

MARCH 2023

**Inclusive Research Best Practices at AnswerLab’s Humans of Research Hive, Invited Speaker**

JULY 2022

**“The Role of Embodiment in the Perception of Human and Artificial Creativity” Workshop at the International Conference of Computational Creativity, Co-Host**

JUNE 2022



**Inclusive Work & the Platform Economy Conference, Concluding  
Keynote Speaker**

APRIL 2022

**Erasmus University Rotterdam School of History, Culture, and  
Communication: Artificial Intelligence & Social Design Course, Guest  
Lecturer**

FEBRUARY 2022

**University of California, Berkeley's [School of Information](#): User  
Interface Design & Development Course, Guest Lecturer**

NOVEMBER 2021

**XXVI Conference of the International Association of Empirical  
Aesthetics at the City University of London, Speaker**

SEPTEMBER 2021

**London User Experience Meetup (Hosted by Adobe XD), Speaker &  
Workshop Lead**

APRIL 2021

**Princeton University VIS326: Notes on Color taught by [James Welling](#),  
Guest Lecturer**

NOVEMBER 2020

**[Adobe MAX](#) Illustrator Team, Speaker**

OCTOBER 2020

**[San Francisco Mayor's Office of Civic Innovation](#) Learning Lab, Speaker**

OCTOBER 2020

**[Augmented World Expo](#) Invited Talk, "*Multisensory Perception in XR:  
Insights from Neuroscience and User Research*," Speaker**

MAY 2020

**University of California, Berkeley's [School of Information](#): Introduction  
to Human-Computer Interaction Course, Guest Lecturer**

NOVEMBER 2019

**[OpenIDEO](#) Design Research Workshop, Speaker & Workshop Lead**

AUGUST 2019

**[99U Conference](#) iPad Design Workshop, Workshop Lead**

MAY 2019

[Princeton Design Research Day](#), Panel Moderator

MAY 2019

[Adobe Photoshop](#) Design Research Workshop, Speaker & Workshop Lead

JANUARY 2019

Design Thinking Workshop with [Pop! Design](#), Facilitator

JUNE 2017

White House Women in STEM Roundtable, Speaker

MAY 2014

## CONFERENCE PRESENTATIONS

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<b>Global Innovation Forum</b> London, UK	NOV 2025
<b>UXCon</b> Vienna, Austria	OCT 2025
<b>CHANEL Open Innovation Day</b> London, UK	JUL 2025
<b>SXSW London</b> London, UK	JUN 2025
<b>Adobe Design Summit</b> San Francisco, CA	JUN 2025
<b>REMIX Summit</b> London, England	JAN 2025
<b>India Science Festival</b> Pune, India	JAN 2025
<b>UX Live, Product Design Week</b> London, UK	NOV 2024
<b>Øredev Developers' Conference</b> Malmö, Sweden	NOV 2024
<b>V&amp;A Dundee Design Festival</b> Dundee, Scotland	SEPT 2024
<b>Nordic Media Days</b> Bergen, Norway	MAY 2024
<b>NextM</b> Stockholm, Sweden	APRIL 2024
<b>REMIX 2024</b> London, UK	FEB 2024
<b>Emerce Eday</b> Amsterdam, the Netherlands	OCT 2023

<b>International Association of Design Research Societies Conference</b> Milan, Italy	OCT 2023
<b>Marconi Institute of Creativity Conference</b> Trieste, Italy	SEPT 2023
<b>Possibility Studies Conference</b> Dublin, Ireland	AUG 2023
<b>The Conference (Media Evolution)</b> Malmö, Sweden	AUG 2023
<b>Global Perspectives on Platforms, Labor &amp; Social Reproduction Conference</b> Amsterdam, The Netherlands	JUNE 2022
<b>Conference on Computation, Communication, Aesthetics, &amp; X</b> Coimbra, Portugal	JULY 2022
<b>ACM Creativity &amp; Cognition Conference</b> Venice, Italy	JUNE 2022
<b>International Conference on Computational Creativity</b> Bozen-Bolzano, Italy	JUNE 2022
<b>ACM Creativity &amp; Cognition Conference</b> Virtual	JUNE 2021
<b>ACM Creativity &amp; Cognition Conference</b> San Diego, CA	JUNE 2019
<b>Massachusetts Institute of Technology Media in Transition Conference</b> Cambridge, MA	MAY 2019
<b>Renaissance Society of America Annual Meeting</b> Toronto, ON	MARCH 2019
<b>NSF Awareness to Action: Science, Art, and Sustainability</b> Princeton, NJ	FEB 2018
<b>New Social Entanglements: Mixed Reality</b> Portland, OR	JUNE 2017
<b>Vision Sciences Society Annual Meeting</b> St. Pete Beach, FL	MAY 2017
<b>Synesthesia and Cross-Modal Perception: an International Conference</b> Dublin, IE	APRIL 2016

<b>Sorbonne Neurohumanities Conference</b> Paris, FR	JUNE 2015
<b>American Academy of Neurology Conference</b> Columbus, OH	OCT 2014
<b>International Conference on Cognitive and Neural Systems</b> Boston, MA	JUNE 2013
<b>American Synesthesia Association Annual Meeting</b> Toronto, ON	MAY 2013
<b>Vision Sciences Society Annual Meeting</b> Naples, FL	MAY 2013

## SERVICE & LEADERSHIP

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**Trustee, Board of Trustees** – *Eastside Educational Trust*

**Trustee, Board of Trustees** – *Arts at the Old Fire Station*

**Co-Chair, Technology Research Consortium** — *Coalition for Content Provenance & Authenticity (C2PA)*

**Co-Director, Inclusive AI Lab** — *Utrecht University*

**Chair, Creativity & Technology Group** – *University of Oxford*

**Invited Reviewer** – *2023 & 2024 ACM SIGCHI Conferences on Human Factors in Computing Systems*

**Pro Bono Research Lead** – *City of San Francisco Department of Homelessness & Supportive Housing*

**Research Mentor** – *Adobe Creative Residency*

**Technical Paper Reviewer** – *IEEE Conference on Virtual Reality and 3D User Interfaces (IEEE VR)*

**Collection Editor** – *Technology and Anthropological Ways of Knowing for the Journal of Cultural Anthropology*

**Committee Member** – *Princeton Executive Committee on Recent Alumni Engagement*

**Young Alumni Committee Chair** – *Princeton Club of Northern California*

**Council Member** – *Adobe Design Community Council*

**Committee Member** – *ODC Dance Company*

**Pro Bono Research Lead** – *Walking Cinema (funded by the National Endowment for the Humanities)*

**Interviewer** – *Princeton Alumni Schools Committee*

**Mentor** – *Princeton Women in STEM*

**President** – *Pi Beta Phi*

**Board Member** – *Princeton Art Museum Student Advisory Board*

**Leadership Committee Member** – *Ivy Club*

**Mentor** – *Princeton Women's Mentorship Program*

**Research Committee Member** – *Princeton Neuroscience Network*

## PRESS

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**"How Can Art Help Us Navigate a New Age of Technological Revolutions?"**

[Dazed](#) | AUGUST 2025

**"Tech and performance at the Edinburgh Festivals"**

[BBC](#) | AUGUST 2025

**"TIME100 Impact Dinner London: AI Leaders Discuss Responsibility, Regulation, and Text as a 'Relic of the Past'"**

[Time](#) | OCTOBER 2024

**"Algorithmic Curation Is Ruining the Internet. Here's How to Fix That"**

[PC Mag](#) | APRIL 2024

**"Generative AI is a Minefield for Copyright Law"**

[The Conversation](#) | JUNE 2023

**"Curate"**

[BBC Radio 4](#) | MARCH 2023

**"Is AI Eroding Our Ability to Think?"**

[Forbes](#) | FEBRUARY 2023

**"Can AI Curate Art Better Than a Human?"**

[New Scientist](#) | FEBRUARY 2023

**"The Algorithms That Are Giving Art Curators a Run for Their Money"**

[Apollo Magazine](#) | JANUARY 2023

**"Who's the Better Curator: Man or Machine?"**

[SURFACE](#) | JANUARY 2023

**"Can Instagram's Algorithm Curate an Exhibition Better Than a Human? A London Show Aims to Find Out"**

[ArtNet](#) | JANUARY 2023

**"Could Instagram's Algorithm Curate an Art Exhibition? A New London Show Finds Out"**

[Wallpaper\\*](#) | JANUARY 2023

**"How Laura Herman is Addressing the Affordable Housing Crisis"**

[Adobe](#) | JUNE 2019

**"My Path to Human-Centered Design"**

[Princeton HCI Lab Blog](#) | APRIL 2018

**"Scientific Splendor: the Art of Science"**

[Wall Street Journal](#) | MARCH 2018

**“25 Under 25”**

[Innovation Magazine](#) | SEPTEMBER 2014

**“Girls Rule at White House Science Fair”**

[Obama White House Archives](#) | MAY 2014

**“Better than Tinted Shades: Why Some People See Time and Taste Music”**

[National Public Radio](#) | SEPTEMBER 2013

**“Tasting Words; DNA Art; Neuroscience on the Small Screen”**

[New York Times](#) | MAY 2013

**“Young Scientist has a Colorful ‘Superpower’– and She Wants to Know Why”**

[Sun-Sentinel](#) | MARCH 2013

**EXHIBITIONS**

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**Authenticity Unmasked (Edinburgh Art Festival)**

Edinburgh, Scotland | AUGUST 2025

**The World Is Beautiful Again (V&A Dundee Design Festival)**

Dundee, Scotland | OCTOBER 2024

**The Algorithmic Pedestal**

London, UK | JANUARY 2023

**Ars Electronica**

Virtual .ART Domains | SEPTEMBER 2020

**The Tate**

London, UK | MARCH 2018

**The Art of Science**

Princeton, NJ | MARCH 2018

**GRANTS**

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**Fulbright Research Study Award**

United States Fulbright Commission | DKK 125,000

**Open-Oxford-Cambridge Doctoral Training Programme**

UK Arts & Humanities Research Council | ~ £100,000

**AI Futures & the Curated Visitor Experience**

Minderoo-Oxford AI Challenge Fund | £25,000

**The Role of Embodiment in the Perception of Human and Artificial Creativity**

University of Konstanz Intersectoral Cooperation Fund | €10,000

**Algorithmic Influence on Creative Labour in the Global South**

Oxford Internet Institute – Dieter Schwartz Foundation | £20,500

**CREA-TEC: Cultivating Responsible Engagement with AI Technology to Empower Creatives**

BRAID UK (AHRC, BBC, University of Edinburgh) | ~£115,000