



UNITED NATIONS
INDUSTRIAL DEVELOPMENT ORGANIZATION



LIZBETH GOODMAN, PhD

Lizbeth Goodman is Chair of Creative Technology Innovation and Full Professor of Inclusive Design for Engineering and Education at University College Dublin (Ireland), where she directs the Inclusive Design Research Centre of Ireland at UCD (IDRC) within the College of Engineering and Architecture, in collaboration with SMARTlab.

She is Programme Director for the Thematic PhD in the College of E&A as UCDs only fully interdisciplinary PhD spanning all 8 colleges and disciplines.

She has held a Personal Chair in Creative Technology Innovation, with a focus on interdisciplinary practice-based research into the future of Inclusive Interdisciplinary Research and Cross-sectoral Impact, since 2005. She served as Academic Chair of the Marie Curie ASSISTID Programme for the DOCTRID Research Institute: the first top tier research institute bridging the Republic and Northern Ireland (Dermot Desmond, Chair of Board). Also, on behalf of UCD and the national universities network, she was elected to Chair the Social Sciences Panel of the Royal Irish Academy in 2012. In 2018 she was named Director of the Academy4theFuture and Co-Director of the BeEarth VR Experience with XR Impact and in collaboration with the UN IGO for Sustainability. In 2019 she was named Woman of the Decade in Innovation for Education by WEF, and led awards ceremonies at DAVOS and at the UN in New York. In April 2020, she was elected to Chair the Women in Science and Technology Leadership Taskforce for the Intelligence in Science Forum EU-Africa. In 2021 she was elected to become the global lead for STEM and STEAM Education as part of the WEF G100 Council.

She has supervised 58 PhDs to successful completion, and currently directs studies for 30 PhDs and Postdoc researchers. She has recently held awards as Principal Investigator to support 7 IRC scholars, 6 Marie Curie scholars and 10 Enterprise Ireland Research awards to support members of her team in Innovation for Real World Impact, in addition to leading a SI intecare Integration Project on active citizen health using gamification during the Covid-19 Pandemic, and a seed project with Facebook on the novel uses of context-specific virtual worlds for training in Unconscious Bias in AI (impacting on HR, Education, and Global Health in terms of gender bias, racial bias, ability bias, economic bias, cultural fit bias, et al - to help shape the social and employment opportunities of the future).

