

Anna Slavina, PhD

<https://anyaslavina.work> | anyaslavina@icloud.com

Education

Iowa State University, Ames, IA

M.S. in Psychology and Human Computer Interaction, August 2016
PhD in Human Computer Interaction, August 2018

Brandeis University, Waltham, MA

B.A. in Psychology, May 2012

Languages

English: Fluent speaking and writing

Russian: Fluent speaking and proficient writing

Overview

My disciplinary expertise is in cognitive psychology and Human Computer Interaction (HCI). I completed my Master's work in psychology and HCI, and my doctoral work in HCI, investigating the impact of digital note-taking on internal memory. I aspire to use my knowledge of research, psychology, and human-computer interaction to empower others and contribute to a more compassionate, humane, and equitable society.

Administrative Experience

Digital Accessibility Specialist

Digital Accessibility Laboratory at Iowa State University

January 2021 - May 2021

- Conducted literature review on digital accessibility education in the United States
- Developed evaluation for online digital accessibility course
- Organized resources for NSF grant application to expand digital accessibility education • Created data visualizations for climate survey

Project Manager

July 2018- August 2019

Task Force for Undergraduate Research and Innovations at Iowa State University

Steering Committee to establish Center for Undergraduate Research, Creativity, and Innovation

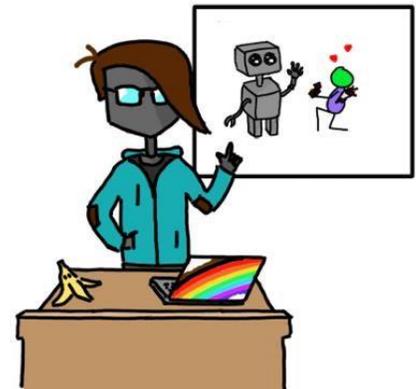
- Worked as part of a small team to evaluate the current environment of undergraduate research at Iowa State for the purpose of making recommendations for the future
- Collected and analyzed data from students and faculty to support and justify the creation of an undergraduate research center
- Spearheaded the effort to establish a university-wide Vertically Integrated Projects program to promote long-term interdisciplinary undergraduate research
- Assisted with the creation of an Undergraduate Research Ambassadors program

Coordinator

Vertically Integrated Projects Program, Iowa State University

February 2019 - August 2019

- Established a new interdisciplinary undergraduate research program at Iowa State
- Brought together faculty members interested in starting teams and assisted their efforts
- Advocated for the creation of the program at various stakeholder meetings



- Compiled and presented evidence to support institutionalization of the program
- Publicized the program and engaged stakeholders from around the institution for support

Research Experience

Independent Researcher

All Tech is Human

April 2021 - Current

- Synthesized qualitative insights from community survey to help develop mentorship program
- Created qualitative data visualizations by distilling concepts from multiple interviews into engaging and informative illustrations
- Curated a list of books covering various facets of technology from diverse perspectives for the book club

Independent Researcher

Harness Solar

June 2021 - Sept 2021

- Designed illustrations to explain complex concepts
- Assisted with developing a narrative for a start-up pitch presentation
- Reviewed and synthesized examples of different solar infrastructures and business models

Doctoral Researcher in Psychology

Department of Psychology, Iowa State University – Dr. Veronica Dark

Fall 2016-August 2018

- Conducted extensive literature review on note-taking, learning, memory, and cognitive offloading
- Created and ran three laboratory-based research experiments on human subjects
 - Programmed experiments in E-Prime 2.0
 - Trained undergraduate research assistants (URAs) to run participants and code data
 - Obtained IRB approval
 - Extracted and analyzed data
- Conducted semi-structured interviews for qualitative research on student note-taking habits

Teaching Experience

Lecturer in Human Computer Interaction (HCI/PSYCH 522: Scientific methods in HCI) Spring 2020 and 2021

Iowa State University, Graduate College, Psychology Department, HCI Program

Course evaluation score: Overall rating = 4.7 / 5.0

- Developed and taught an online course on research methods in human-computer interaction with focuses on:
 - Thinking critically about research
 - Quantitative methods and statistics
 - Incorporating diverse perspectives into research
 - Research design and methodology implementation
 - Managed teaching assistants and mentored students through group research projects

Lecturer in Human Computer Interaction (HCI 523X: Qualitative Research Methods in HCI) Fall 2020 *Iowa State*

University, Graduate College, Psychology Department, HCI Program

Course evaluation score: Overall rating = 4.4 / 5.0

- Created a new fully online course on qualitative research methods in human computer interaction
- Conducted extensive research to build a library of relevant articles and texts to curate for students
- Mentored students through semester-long qualitative research projects
- Created lessons and recorded video lectures
- Designed and maintained course Canvas page

Lecturer in Human Computer Interaction (HCI 530X: Perspectives in HCI)

Summer 2020

Iowa State University, Graduate College, Psychology Department, HCI Program

Course evaluation score: Overall rating = 4.6 / 5.0

- Developed and taught a course on different perspectives in Human-Computer Interaction with a focus on
 - Cultural and social aspects of HCI
 - How HCI interacts with identity: algorithmic biases, accessible technologies, gerontechnology, etc.
 - Social engineering
 - Incorporating technology into cognitive processes
- Designed a fully online course with students from around the country and around the world

Lecturer in Human Computer Interaction (HCI 596: Emerging phenomena in HCI)

Fall 2019 & Fall 2020

Iowa State University, Graduate College, Psychology Department, HCI Program

Course evaluation score: Overall rating Fall 2019: 4.4 / 5.0; Fall 2020: 4.5 / 5.0

- Developed and taught a course on evaluating the broader impacts of technology through the lens of cognitive psychology, social science, and current events
- In Fall 2020 redesigned the course to be fully online by creating new lessons and lecture videos and modifying the format
- Focused on developing critical thinking skills around
- Worked with students from around the country (online students) and around the world (international students studying on campus)
- Synthesized research from various fields into a form that could be delivered to students from any academic background
- Received a 4.44/5 overall rating of the instructor from online students and 4.64/5 from campus students

Lecturer in Human Computer Interaction (M40L)

Spring 2019 -Summer 2019

Grand View University: Computer Science Department

- Taught an online undergraduate introduction to human computer interaction course via Blackboard
- Developed the course, including: instructional videos, course readings, assessments
- Incorporated concepts and ideas from psychology so students could explore the relationship between technology and behavior and cognition

Adjunct Instructor in Psychology (PSYC 111)

Fall 2018

Des Moines Area Community College: Urban Campus

- Taught introductory psychology
- Created the curriculum, made lesson plans, designed and implemented in-class activities, created assignments and exams
- Incorporated concepts and ideas from human computer interaction into the curriculum to relate psychology concepts to the current environment of technology usage and reliance

Publications

Slavina, A., Karabulut-Ilgu, A., & Jahren, C. (2020). Student use of scaffolding resources in a hybrid course: Evidence from eye tracking. *International Journal on Innovations in Online Education*, in press.

Bonner, D., Slavina, A., MacAllister, A., Holub, J., Gilbert, S.B., Sinatra, A.M., Dorneich, M.C., & Winer, E.H. (2016). The hidden challenges of team tutor development. *In Proceedings of the Fourth Annual GIFT Users Symposium*

Gilbert, S.B., Slavina, A., Dorneich, M.C., Sinatra, A.M., Bonner, D., Johnston, J., Holub, J., MacAllister, A., & Winer, E. (2017). Creating a team tutor using GIFT. *International Journal of Artificial Intelligence in Education*, 1-28.

Conference Presentations

Slavina, A., & Gilbert, S.B. (2021). "Perspectives in HCI: A Course Integrating Diverse Viewpoints" (presentation, EduCHI 2021, Virtual, May 15, 2021) Slavina, A., Dark, V.J., & Gilbert, S.B. "How good are you at taking notes?: A study of memory and computerized note taking" (presentation, 4th Annual Graduate and Professional Student Research Conference, Ames, IA, April 12, 2017)

Slavina, A. "Internal vs external memory" (presentation, 3rd Annual Graduate and Professional Student Research Conference, Ames, IA, April 12, 2016)

Slavina, A., & West, R. "What's in a number: The effects of magnitude and risk when making a decision" (presentation, 54th Annual Meeting of the Society for Psychophysiological Research, Atlanta, GA, September 10-14, 2014).

Additional Professional Experience

Developed and delivered two talks on protecting privacy and making informed decisions about technology usage through understanding how technology companies leverage psychological principles to promote engagement with their devices and apps. The talks were presented to audiences at the Des Moines Public Library.

Attended a 2-day workshop on developing learner-centered curricula (Project LEA/RN) on 1/7/20 & 1/8/20
Attended webinars on designing inclusive syllabi and effectively flipping classrooms (offered through CELT)

Honors and Awards

Human Computer Interaction Faculty Member of the Year Award from Iowa State University	2020
Teaching Excellence Award from the Graduate College at Iowa State University	2018
Oral presentation honorable mention, 3 rd Annual Graduate and Professional Student Research Conference	2016