Anna Slavina, PhD

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

Education

Iowa State University, Ames, IA
PhD in Human Computer Interaction
M.S. in Psychology + Human Computer Interaction

Brandeis University, Waltham, MA B.A. in Psychology

Technical Skills

MS Office, Google Workspace, Canvas and Blackboard LMS, Zoom, MS Teams, Slack, Airtable, Qualtrics, SPSS, JASP, iMotions, UserZoom, WordPress, JSTOR, Google Scholar, Confluence
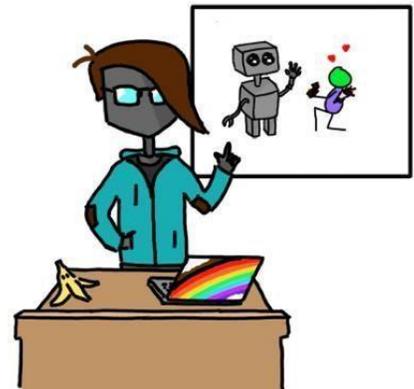
Overview

My disciplinary expertise is in research (quantitative + qualitative), cognitive psychology, and Human Computer Interaction (HCI). I am passionate about inclusivity and creating welcoming spaces for people to bring together diverse perspectives to learn and collaborate on projects. 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.

Research Experience

UX Researcher

Allovus Design: Contract for Microsoft   April 2022 - July 2022

- Designed and conducted unmoderated study for exploratory research
- Synthesized insights from study to inform design of moderated community research
- Co-designed and co-moderated community research study to learn from LGBTQ+ community
- Processed and co-analyzed qualitative data
- Designed mixed methods unmoderated follow-up study for data triangulation, generalizability, and product feature prioritization
- Synthesized insights from 3 studies to make recommendations for responsible and inclusive product development and positioning

Lead Curriculum Researcher and Writer

Clearpoint Consulting: Contract for Esme Learning   Jan 2022 - May 2022

- Read articles from academia, industry, and journalistic publications to develop knowledge base for a course on Human-AI collaboration in organizational settings
- Developed subject area expertise in human-AI systems, AI literacy, extended intelligence, team processes, organizational change, and ethical and security considerations around AI implementation
- Consulted on relevant information, frameworks, key concepts, and applications
- Distilled complex ideas into approachable and engaging frameworks to provide written content for online course. Modules included concept introductions, in-depth explanations that synthesized research from business and academic realms, case-studies, and analyses of ethical considerations with recommended approaches

Independent Researcher

Tobias Rose-Stockwell, All Tech is Human, Harness Solar, Toptal   April 2021 - Jan 2022

- Provided research support for a book on the intersection of moral psychology and technology
- Read articles and synthesized ideas into frameworks that could be used to explain complex concepts
- 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
- Triangulated existing qualitative and quantitative data with new survey data to develop a research strategy to solve a complex problem
- Developed and explained a process for a new product team to work with a UX researcher

Researcher in Psychology and User Experience

Iowa State University and contracts with external organizations   Fall 2013-May 2021

- Lead research efforts on multi-disciplinary teams
- Planned and executed mixed methods user experience studies to guide program development
- Presented research insights to various stakeholders to aid in decision-making
- Worked with participants with various disabilities to assess accessibility of voting machines
- Conducted research using an eye-tracker
- Developed surveys, semi-structured interviews, eye-tracking protocols, and lab experiments
- Organized, analyzed, and synthesized quantitative and qualitative data using a variety of tools and methods

Administrative Experience

Digital Accessibility Specialist   January 2021 - May 2021

Digital Accessibility Laboratory at Iowa State University

- Synthesized research on digital accessibility education in the US to provide guidance on what works and where there are opportunities for growth
- Developed evaluation for online digital accessibility course
- Organized resources for NSF grant application to expand digital accessibility education
- Provided research support where needed

Project Manager and Program Coordinator   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
- Led an effort to establish a university-wide Vertically Integrated Projects program to promote long-term interdisciplinary undergraduate research
- Publicized the program and engaged stakeholders from around the institution for support
- Assisted with the creation of an Undergraduate Research Ambassadors program

Teaching Experience

Lecturer in Human Computer Interaction   Fall 2018 - Spring 2021

Iowa State University, Graduate College, Psychology Department, HCI Program
- Developed and taught online and hybrid courses on: ○ Qualitative research methods in human-computer interaction and user experience ○ Quantitative research methods in HCI and UX ○ Diverse perspectives in HCI ○ Emerging phenomena in HCI
- Incorporated critical thinking, ethics, integrity, inclusion and accessibility into all of my courses

- Managed teaching assistants and mentored students through group research projects
- Conducted extensive research to build repository of relevant articles and texts to curate for students
- Designed, organized, and maintained well organized course Canvas (LMS) pages for students from around the country and world while taking into account different needs and contexts in which students were learning

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.

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, 3rd Annual Graduate and Professional Student Research Conference   2016