

**Anna Slavina, PhD**  
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## **Education**

**Iowa State University**, Ames, IA  
M.S. in Psychology and Human Computer Interaction, August 2016  
PhD in Human Computer Interaction, August 2018  
Overall GPA 3.94

**Brandeis University**, Waltham, MA  
B.A. in Psychology, May 2012  
Overall GPA 3.5



## **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 see the combination of psychology and HCI as providing useful frameworks for exploring and understanding modern technological society and empowering students to make informed decisions in their own lives and more responsible decisions in their work developing and researching technology. I incorporate concepts from various areas of psychology and HCI each into the courses that I develop.

## **Teaching Experience**

### **Lead Curriculum Researcher**

*Clearpoint Consulting: Contract for Esme Learning*

Jan 2022 - April 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

### **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: Spring 2021 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)**  
*Iowa State University, Graduate College, Psychology Department, HCI Program*  
Course evaluation score: Overall rating = 4.6 / 5.0

Summer 2020

- 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

**Teaching Assistant in the Human Computer Interaction Graduate Program**

Fall 2016 – Spring 2018

*Iowa State University Psychology/ Human Computer Interaction Department*

- *Cognitive Psychology of Human Computer Interaction* (HCI 521)
- Responsibilities included:
  - Leading lectures and class discussions
  - Facilitating group work for online students
  - Grading and providing extensive feedback for campus and online students via Blackboard
  - Providing individual guidance for a semester-long group research project
- *Scientific Methods in Human Computer Interaction* (HCI 522)
- Responsibilities included:

- Assisting in developing assignments and providing content expertise to help with curriculum development
- Grading work and providing extensive feedback for campus and online students via Canvas
- Providing individual guidance for a semester-long research project
- *Seminar in Human Computer Interaction (HCI 591)*
- Responsibilities included:
  - Developing content and assignments for a graduate-level research seminar
  - Facilitating discussions with and between online and campus students via Blackboard

### **Teaching Assistant in Undergraduate Psychology Program**

Fall 2013-Spring 2016

*Iowa State University Psychology Department*

- *Research Methods in Psychology (PSYCH 302):*
- Responsibilities included:
  - Grading and providing detailed feedback
  - Guiding individual students through semester-long research projects
  - Helping students develop research questions and testable hypotheses
  - Answering student questions about the research process
- *Laboratory in Introductory Psychology (PSYCH 102):*
- Responsibilities included:
  - Teaching 1-2 sections a semester
  - Introducing students to basic research skills, including:
    - Using background literature to come up with a research question and generate a hypothesis
    - Designing an experiment using the logic of experimentation
    - Collecting data from a sample
    - Conducting basic statistical analyses
    - Writing up results in an APA style research paper
    - Presenting research on a poster

### **Instructor**

Summer 2014

*Office of Precollegiate Programs for Talented and Gifted, Iowa State University*

- Planned a curriculum for and taught an introductory course on neuroscience to high school students
- Created simple experiments and discussed the methods of evidence acquisition in science

### **Administrative Experience**

#### **Digital Accessibility Specialist**

*Digital Accessibility Laboratory, Iowa State University*

January 2021 - May 2021

- Synthesized research on digital accessibility education to provide frameworks for incorporating accessibility at the departmental, program, and institutional level
- Developed, administered and summarized insights from evaluation of introductory class on digital accessibility for university staff and faculty
- Helped find opportunities for research grants and organized information about existing accessibility efforts to provide support for grant proposals

### **Project Manager**

July 2018-Sept 2020

*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-Sept 2020

- 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**

#### **User Experience Researcher**

*Cisco-Meraki (consulting)*

Nov 2022 - February 2023

- Designed and conducted moderated and unmoderated usability tests, tree tests, and interviews
- Analyzed qualitative and quantitative data
- Triangulated findings with secondary research
- Provided guidance on product development and future research

#### **User Experience Researcher**

*Microsoft (contract)*

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

#### **Independent Researcher**

*All Tech is Human, Harness Solar, Toptal*

April 2021 - January 2022

- Synthesized qualitative insights into informative doodles
- Presented complex ideas (how to work with a UX researcher, fundamentals of Bayesian statistics) through doodle-ful presentations using a mix of personal examples and absurdist humor
- Advocated for more inclusive research and more accessible content

#### **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

### **Research Assistant in Human Computer Interaction**

Summer 2015 – Spring 2017

*Virtual Reality Applications Center, Iowa State University – Dr. Stephen Gilbert*

- Interviewed prospective URAs
- Mentored and trained URAs
- Assisted in designing and implementing an experiment to test an intelligent tutoring system
- Assisted in designing and implementing an experiment to test the usability of voting machines
- Wrote IRB applications and modifications
- Analyzed qualitative data

### **Mentor for Undergraduate Research Experience Program**

Summer 2016 and Summer 2017

*Virtual Reality Applications Center, Iowa State University*

- Mentored a team of undergraduate researchers (REUs) in a summer-long research project
- Lead a journal club to provide REUs skills to understand and be critical consumers of research
- Taught REUs about the different aspects of conducting research
- Encouraged and motivated their interest in graduate school

### **Research Assistant in Cognitive Psychology**

2013-2014

*Temporal Dynamics of Learning and Memory Lab, Iowa State University – Dr. Rob West*

- Mentored URAs and helped them develop relevant research skills for conducting electroencephalography (EEG) research.
- Designed and programmed experiments in E-Prime 2.0
- Wrote and submitted IRB proposals
- Collected EEG data, transformed it for analysis, and conducted relevant statistical analyses

### **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, 4<sup>th</sup> Annual Graduate and Professional Student Research Conference, Ames, IA, April 12, 2017)

Slavina, A. "Internal vs external memory" (presentation, 3<sup>rd</sup> 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, 54<sup>th</sup> 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 <sup>rd</sup> Annual Graduate and Professional Student Research Conference	2016

### **References**

Stephen Gilbert: gilbert@iastate.edu  
Associate Professor at Iowa State University

Cyndi Wiley: clwiley@iastate.edu  
Director of Digital Accessibility Laboratory at Iowa State University

Carie Fisher: cefisher@iastate.edu  
Former graduate student at Iowa State University

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Former student at Iowa State University

Samantha Gabbey: samantha.gabbey@icloud.com  
Former colleague at Esme Learning