

## Amy Shannon Cook

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### **EDUCATION**

**Carnegie Mellon University**, Pittsburgh PA Aug 2014 – Present  
*PhD. in Human Computer Interaction*  
Advisers: Jessica Hammer & Steven Dow

**Emory University**, Atlanta GA May 2014  
*B.S. in Computer Science and Mathematics, with Honors*  
Honors Thesis: Live Coding in Introductory Computer-Science Classrooms

### **HONORS AND AWARDS**

PIER Fellow: Fall 2015 - present  
NSF Graduate Research Fellowship Program: Honorable Mention, Spring 2015  
ARCS Foundation Scholarship: Cohon Award, Pittsburgh Chapter, Fall 2014  
Deborah Jackson Award: Emory University Dept. of Math & Computer Science, Spring 2014  
Best Paper Award Nominee: Foundations of Digital Games Conference, Summer 2013  
Final Research Presentation 3<sup>rd</sup> Place Winner: Games + Learning Lab REU, Summer 2012  
Volunteer of the Year Nominee: Computers for Youth, 2012  
Emory College Dean's List: Fall 2010, Spring 2011, Fall 2011, Spring 2013  
National Merit Scholarship Recipient: 2010

### **PEER-REVIEWED PUBLICATIONS**

Amy Shannon Cook, Steven Dow, and Jessica Hammer. 2017. Towards Designing Technology for Classroom Role-Play. In *Proceedings of the Annual Symposium on Computer-Human Interaction in Play (CHI PLAY '17)*. ACM, New York, NY, USA, 241-251. DOI: <https://doi.org/10.1145/3116595.3116632>

Amy Shannon, Alex Sciuto, Danielle Hu, Steven Dow, and Jessica Hammer. 2017. Better Organization or a Source of Distraction? Introducing Digital Peer Feedback to a Paper-Based Classroom. In *Proceedings of the 2017 CHI Conference on Human Factors in Computing Systems (CHI '17)*. ACM, New York, NY, USA, 5545-5555. DOI: <https://doi.org/10.1145/3025453.3025564>

Amy Shannon, Jessica Hammer, Hassler Thurston, Natalie Diehl, and Steven Dow. 2016. PeerPresents: A Web-Based System for In-Class Peer Feedback during Student Presentations. In *Proceedings of the 2016 ACM Conference on Designing Interactive Systems (DIS '16)*. ACM, New York, NY, USA, 447-458. DOI: <https://doi.org/10.1145/2901790.2901816>

Amy Shannon, Valerie Summet. 2015. Live-Coding in Introductory Computer Science Courses. *Journal of the Consortium for Computing Sciences in Colleges*. 31, 2 (December 2015), 158-164.

Amy Shannon, Acey Boyce, Chitra Gadwal, Tiffany Barnes. 2013. Effective Practices in Game Tutorial Systems. In *Proceedings of the 8<sup>th</sup> International Conference on the Foundation of Digital Games (FDG '13)*. pp. 338-45, 2013. **[Best Paper Award Nominee]**

### **OTHER PUBLICATIONS AND PRESENTATIONS**

Meaningful Play, East Lansing, MI Roundtable: <i>Metaphor and Transformational Game Design</i>	Oct 2016
PIER Fellows Poster Session, Pittsburgh, PA Poster: <i>Investigating Digital In-Class Peer Feedback with PeerPresents</i>	Sept 2016
HCI Institute 20 <sup>th</sup> Anniversary Celebration, Pittsburgh, PA Poster: <i>Technology Enabled Role-Play in the Classroom</i>	Nov 2014
LearnLab REU Poster Symposium, Pittsburgh, PA Poster: <i>Data-driven Design Proposals for SimStudent</i>	Aug 2013
Games + Learning REU, Charlotte, NC Poster: <i>BeadLoom Game: Effective Game Tutorial Systems</i>	July 2012

### **RESEARCH EXPERIENCE**

**PeerPresents**, Carnegie Mellon University April 2015 – present

- Created an in-class peer feedback system based on extensive literature review and competitive analysis of existing educational technology
- Deploying system to conduct educational research in graduate level classrooms
- Managing undergraduate and graduate students who contribute to this project through literature review, system design, and web development

**Streaming Educational Games**, Carnegie Mellon University Aug 2017 - present

- Investigating differences in learning gains between playing an educational game and watching an educational game streamed on Twitch.tv
- Collaborating with interdisciplinary researchers to conduct studies and report findings

**Technology Enabled Role-Play**, Carnegie Mellon University Aug 2014 – Oct 2017

- Conducted and qualitatively analyzed interviews with experts in role-play, classroom technology, and classroom participation
- Created an in-class demo of a prototype for a more robust classroom response system
- Managed undergraduate students who contributed to this project through interview transcription and data analysis

- The Opposite of Disaster**, Carnegie Mellon University Oct 2015 – Dec 2016
- Researched existing practices and philosophies of natural disaster relief policies
  - Acted as a “client” for an ETC game design team, who built a transformational game to change perspectives on how people act after a natural disaster

- Live-Coding in Introductory Computer Science**, Emory University Jan 2013 – May 2014
- Designed and implemented study to investigate the effectiveness of Live-Coding in introductory computer-science classrooms
  - Compiled findings and successfully defended thesis to committee

- LearnLab REU**, Carnegie Mellon University Summer 2013  
*Research Analyst*

- Analyzed data from previous study of SimStudent, an intelligent tutoring system
- Developed design proposals for SimStudent based on data analysis; developed and tested paper prototypes of proposed design changes; presented findings at LearnLab Poster Symposium

- Games + Learning Lab REU**, University of North Carolina at Charlotte Summer 2012  
*Research Assistant*

- Developed effective practices for educational game tutorials; piloted software real-time with middle school students in two week-long summer camps; presented weekly progress and research summaries
- Co-authored summative research paper presented at the 8th International Conference on the Foundations of Digital Games; nominated for the conference’s Best Paper Award

## **TEACHING EXPERIENCE**

- Carnegie Mellon University Human Computer Interaction Institute**, Pittsburgh, PA  
*Head Teaching Assistant, Game Design for Crowd & Cloud* Sept 2017 – Dec 2017

- Designed and delivered introductory lectures for each unit of the course; graded all course assignments for 35 undergraduate, master’s, and PhD students; supervised two Technical TA’s to coordinate grading and design technical workshops; held office hours

- Curriculum Development, Game Design for Crowd & Cloud* May 2017 – Aug 2017

- Redesigned curriculum for second iteration of graduate level course; interviewed instructor about challenges and problems in previous iteration of the course; created new iteration of course learning goals, units, lectures, assignments, and final project

- Teaching Assistant, User Centered Research & Evaluation* Sept 2016 – Dec 2016

- Led weekly 90 minute section meetings; graded all course assignments for 20 undergraduate and master’s students; assisted with design of course projects

- Carnegie Mellon University Eberly Center**, Pittsburgh, PA

- Future Faculty Program* June 2017 – present

- Conducted a course redesign project; completed two teaching feedback consultations with Eberly Center experts; attended seminars on various aspects of teaching excellence and educational innovation; conducted a teaching philosophy project

**Burkett Elementary School**, Pittsburgh, PA

*Field-Based Experience, 4<sup>th</sup> Grade Math, Science, & Social Studies* Jan 2017 – May 2017

- Conducted semester-long observation of two instructors; assisted with in-class activities and assignments; presented summary of observation notes

**Emory University Department of Computer Science**, Atlanta, GA

*Teaching Assistant, Intro to Computer Science II* Jan 2012 – May 2012

- Graded all homework, quiz, and project assignments for 25 students; designed and led all lab sessions; periodically led class lecture; proctored all class exams

*Teaching Assistant, Intro to Computer Science I*

Jan 2011 – May 2011

- Led and graded weekly one-hour labs for 30 students; assisted weekly with two other lab sections

**SERVICE**

**Professional Service**

- Reviewed submissions for CHI: 2016-2017
- Reviewed submissions for CSCW: 2017
- Student Volunteer: CHI 2016
- PIER Steering Committee student representative: Aug 2016 – May 2017
- PIER Career Development & Networking Chair: Aug 2016 – May 2017

**Department Service**

- OH! Lab Website Manager: Fall 2017 - present
- OH! Lab Social Chair: Fall 2015 – Summer 2017
- Student representative at HCII Faculty Meetings: Jan 2016 – Dec 2016
- Open House Transportation Coordinator: Spring 2015, Spring 2016

**CMU School of Computer Science Graduate Student Musical**

- Producer: Fall 2016
- Costume Coordinator: Spring 2015, Fall 2015
- Cast Member: Spring 2015, Fall 2015, Fall 2016, Fall 2017

**Community Service and Engagement**

- Mifflin Ave. United Methodist Church Vision Team member: Oct 2016 – present
- Mifflin Ave. UMC Pastor Parish Relations Committee: Jan 2017 – present
- I-79 Club Ultimate Team Captain: April 2017 – present
- Pittsburgh Ultimate Community member: June 2015 - present
- Volunteer Emory Leader, Computers for Youth: Oct 2010 – May 2014
- Emory Wesley Fellowship Student President: Aug 2012 – Dec 2013
- Emory Wesley Fellowship member and worship pianist: Aug 2010 – May 2014

**TECHNICAL SKILLS**

- Extensive programming experience in Java, C, C++, assembly languages
- Moderate experience in HTML, CSS, MySQL, JavaScript, PHP, Python
- Proficient in R, Excel, MATLAB
- Familiar with Windows, MacOS, and Linux