

Amy Shannon Cook

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ACADEMIC APPOINTMENTS

University of Memphis, Memphis TN
Assistant Professor, Department of Computer Science

August 2019 - present

EDUCATION

Carnegie Mellon University, Pittsburgh PA
Ph.D. in Human Computer Interaction

May 2019

Dissertation: "Using Interactive Learning Activities to Address Challenges of Peer Feedback Systems"

Carnegie Mellon University, Pittsburgh PA
M.S. in Human Computer Interaction

May 2018

Emory University, Atlanta GA
B.S. in Computer Science and Mathematics, with Honors

May 2014

Honors Thesis: Live Coding in Introductory Computer-Science Classrooms

HONORS AND AWARDS

Graduate Teaching Fellow: Eberly Center for Teaching Excellence & Innovation, 2018
Program for Interdisciplinary Education Research (PIER) Fellow: Fall 2015 – May 2019
NSF Graduate Research Fellowship Program: Honorable Mention, Spring 2015
ARCS Foundation Scholarship: Cohon Award, Pittsburgh Chapter, Fall 2014
Best Paper Award Nominee: Foundations of Digital Games Conference, Summer 2013
Volunteer of the Year Nominee: Computers for Youth, 2012

PEER-REVIEWED PUBLICATIONS

Joseph Seering, Ray Mayol, Erik Harpstead, Tianying Chen, Amy Cook, & Jessica Hammer.
(in press). Peer feedback processes in the game industry. *CHI Play 2019*.

Amy Cook, Jessica Hammer, Salma Elsayed-Ali, and Steven Dow. 2019. How Guiding Questions Facilitate Feedback Exchange in Project-Based Learning. *CHI 2019*.

Jessica Hammer and Amy Cook. 2018. EOTA: A Method for Improving Peer Feedback in the Game Design Classroom. *Meaningful Play 2018*.

Amy Cook, Steven Dow, and Jessica Hammer. 2017. Towards Designing Technology for Classroom Role-Play. *CHI Play 2017*.

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. *CHI 2017*.

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. *DIS 2016*.

Amy Shannon, Valerie Summet. 2015. Live-Coding in Introductory Computer Science Courses. *Journal of the Consortium for Computing Sciences in Colleges*.

Amy Shannon, Acey Boyce, Chitra Gadwal, Tiffany Barnes. 2013. Effective Practices in Game Tutorial Systems. *Foundations of Digital Games 2013*. **Best Paper Award Nominee**.

OTHER PUBLICATIONS AND PRESENTATIONS

SIGCSE, Minneapolis, MN Feb 2019
NSF Showcase: *Scaling Project-Based STEM Learning through Novel Interactive Systems for In-Class Peer Feedback*

Meaningful Play, East Lansing, MI Oct 2016
Roundtable: *Metaphor and Transformational Game Design*

PIER Fellows Poster Session, Pittsburgh, PA Sept 2016
Poster: *Investigating Digital In-Class Peer Feedback with PeerPresents*

HCI Institute 20th Anniversary Celebration, Pittsburgh, PA Nov 2014
Poster: *Technology Enabled Role-Play in the Classroom*

LearnLab REU Poster Symposium, Pittsburgh, PA Aug 2013
Poster: *Data-driven Design Proposals for SimStudent*

Games + Learning REU, Charlotte, NC July 2012
Poster: *BeadLoom Game: Effective Game Tutorial Systems*

RESEARCH PROJECTS

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

Feedback in the Game Design Industry, Carnegie Mellon University May 2018 – present

- Interviewed designers, managers, artists, and other game design industry professionals to identify common problems in giving, receiving, and making use of feedback in the game design process
- Developed research-backed strategies for managing common problems and improving feedback processes in game design companies

EOTA, Carnegie Mellon University May 2017 – May 2019

- Helped develop and implement a method for improving peer feedback on playtests in the game design classroom
- Collected data on student and instructor experiences with the EOTA method during a semester-long deployment

Streaming Educational Games, Carnegie Mellon University Aug 2017 – May 2019

- 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

Adviser: Valerie Summet

- 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

Adviser: Noboru Matsuda

- 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

Adviser: Tiffany Barnes

- 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

University of Memphis Computer Science Department, Memphis, TN

Computing for All

Fall 2019

- Taught introductory computer science concepts to non-majors, focusing on the breadth of computer science as a field.

Carnegie Mellon University Human Computer Interaction Institute, Pittsburgh, PA

Head Teaching Assistant, Game Design for Crowd & Cloud

Fall 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

Summer 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

Fall 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

Graduate Teaching Fellow

Jan 2018 – May 2019

- Teaching consultant for graduate students; responsibilities include conducting microteaching workshops, providing feedback on teaching strategies based on classroom observations, supporting students in writing teaching philosophy statements

Future Faculty Program

June 2017 – Dec 2018

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

GGJ Next

2017

Online Curriculum Developer

- Contributed to video lesson development for K-12 educators supervising game jam activities. Developed lessons for basic computer science concepts like loops and if/else statements, and produced video.

Burkett Elementary School, Pittsburgh, PA

Field-Based Experience, 4th Grade Math, Science, & Social Studies

Spring 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

Spring 2012

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

Teaching Assistant, Intro to Computer Science I

Spring 2011

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

SERVICE

Professional Service

- Reviewer for CHI Play: 2018 – 2019
- Reviewer for Computers & Education: 2018
- Reviewer for CSCW: 2017 – 2019
- Reviewer for CHI: 2016 – 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

Carnegie Mellon University, HCII

- HCII PhD Admissions Committee Student Representative: Spring 2018
- OH! Lab Website Manager: Fall 2017 – Dec 2018
- OH! Lab Social Chair: Fall 2015 – Summer 2017
- Student representative at HCII Faculty Meetings: Jan 2016 – Dec 2016
- HCII Open House Transportation Coordinator: Spring 2015, Spring 2016

Carnegie Mellon University, Eberly Center

- Academic Advising Award Selection Committee: Spring 2019
- Teaching Summit Steering Committee Member: Fall 2018