

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
PhD. 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

GRANTS, FELLOWSHIPS, AND AWARDS

External Support

National Science Foundation, \$299,333 2021-2024

- Improving the Quality of Teaching Assistant Feedback to Undergraduate Students in Introductory Computer Science Courses
- Amy Cook (PI), Vinhthuy Phan (co-PI), Alistair Windsor (co-PI)

University of Memphis, Community of Research Scholars Award, \$2500 2021

- Exploring video game playing in the COVID-19 pandemic: a comparison between competitive gamers and recreational gamers
- Jin Yang (PI), Ruoxu Wang (co-PI), Amy Cook (co-PI), Rhema Fuller (co-PI)

Graduate Fellowships

Graduate Teaching Fellow: Eberly Center for Teaching Excellence & Innovation 2018
Program for Interdisciplinary Education Research (PIER) Fellow 2015 – 2019
NSF Graduate Research Fellowship Program: Honorable Mention Spring 2015
ARCS Foundation Scholarship: Cohon Award, Pittsburgh Chapter Fall 2014

PEER-REVIEWED PUBLICATIONS

Alina Striner, Andrew Webb, Amy Cook, and Jessica Hammer. (in press) Designing for Community, Agency, and Pace: Mapping the Audience Participation Design Space on Twitch. *CHI 2021*.

Amy Cook, Steven Dow, and Jessica Hammer. 2020. Designing Interactive Scaffolds to Support Reflection on Peer Feedback. *DIS 2020*.

Joseph Seering, Ray Mayol, Erik Harpstead, Tianying Chen, Amy Cook, and Jessica Hammer. 2019. 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**.

LECTURES & PRESENTATIONS

Invited Speaker

Carnegie Mellon University, Pittsburgh, PA April 2020
PhD Student Teaching Interest Group, "How to Teach Students to Give Effective Feedback"

Southeastern Travel Counselor Alliance Conference, Memphis, TN (canceled, COVID-19)
'Innovations in Technology' Invited Speaker

Guest Lectures

Carnegie Mellon University, Pittsburgh, PA Feb 2019
Guest lecture in *Educational Game Design*, “Giving Effective Peer Feedback”

Carnegie Mellon University, Pittsburgh, PA Sept 2017, 2018
Guest lecture in *Building Virtual Worlds*, “Peer Feedback on Game Prototypes”

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*

TEACHING

University of Memphis Computer Science Department, Memphis, TN
Human Computer Interaction Spring 2020, 2021

- Designed and taught graduate course on user centered research methods

Capstone Fall 2020

- Led undergraduate student teams to design and build a software application

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

MENTORSHIP

PhD Students Advised

- Murshida Mouree: Spring 2021-present
- Alina Zaman: Spring 2020 – present
- Zinat Ara: Spring 2020

PhD Committee Member

- Khan Md. Al Farabi: proposed Fall 2020

Master's Students Advised

- David Rosenberg: graduated Spring 2020
- Austin Smith: graduated Fall 2020
- Andrew Edmiston

MS Thesis Committee Member

- Kathryn Bridson: Spring 2020

MS Project Committee Member

- Naeem Khoshnevis: Fall 2020
- Felipe de Oliveira: Spring 2020

SERVICE

Professional Service

- NSF Panel Reviewer: 2021
- Track co-Chair, Foundations of Digital Games conference: 2021
- West Tennessee STEM Hub Steering Committee member: Spring 2020
- Reviewer for TOCE: 2020
- Reviewer for ITiCSE: 2020, 2021
- Reviewer for CHI Play: 2018 – 2019
- Reviewer for Computers & Education: 2018
- Reviewer for CSCW: 2017 – 2019
- Reviewer for CHI: 2016 – 2017, 2019-2020
- Student Volunteer: CHI 2016
- PIER Steering Committee student representative: Aug 2016 – May 2017
- PIER Career Development & Networking Chair: Aug 2016 – May 2017

Department Service

University of Memphis, Computer Science

- Undergraduate Curriculum Committee: Fall 2019 - present

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