# Ayse Hunt

## Education

**Northwestern University**
Ph.D. candidate, Computer Science and Learning Sciences, Expected June 2026

**University of Puget Sound**
Bachelor of Science in Computer Science, 2019
Bachelor of Arts in Art History, 2019

## Research

**Graduate Research Assistant, Delta Lab**
Northwestern University, 2023 - present
- Exploring the programming practices of computer science students
- Developed a tool to collect fine-grained IDE log data from student work sessions
- Designed think-aloud interview study to explore challenges during the debugging process

**UX Research Intern**
Pampered Chef, June - August 2024
- Analyzed themes from open-ended feedback about a prototype of a new website experience
- Designed user interview study to uncover pain points and opportunities for design iteration
- Statistically analyzed website log data to further explore insights from interviews

**Graduate Research Assistant, TIDAL Lab**
Northwestern University, 2020 - 2023
- Analyzed the nature of children's collaboration while playing with a Tangible User Interface
- Developed qualitative codes describing children's physical and verbal interactions
- Ran statistical analysis to compare different interface modalities impact engagement

**Visiting Researcher**
Adler Planetarium, 2021 - 2022
- Identified usability issues in an existing interactive museum exhibit
- Prototyped new exhibit designs that addressed usability issues
- Held feedback sessions with 25 middle school youth to refine exhibit prototypes

**Collier Bangs Research Scholar**
University of Puget Sound, 2018 - 2019
- Designed a study to compare how art museums use technology in galleries and exhibitions
- Interviewed museum curators and educators about institutional digital strategy
- Collected ethnographic observations of visitors interacting with technology at each museum

**Washington NASA Space Grant Scholar**
University of Puget Sound, 2017 - 2018
- Conducted a study exploring the programming habits of computer science students
- Identified a set of 10,000 BlueJ IDE users that met inclusion criteria for the study
- Developed a program that processed user log data to reconstruct each programming session

## Relevant Experience

**Intern**
Vulcan, Inc., June 2019 - December 2019
- Designed a survey, collected observational data, and interviewed staff to better understand visitor experiences at a computing history museum
- Translated findings into a data-driven design proposal for an exhibit renovation
- Pitched the design proposal to key stakeholders who later approved the proposed changes

**Intern lead and software developer**
Museum of Glass, November 2018 - June 2019
- Led a team of 3 peers in developing an interactive museum object label
- Designed and implemented the front-end of the Android application
- Collaborated with curators and exhibit designers to create a kiosk with an Android tablet

**Co-president**
University of Puget Sound Chapter of ACM-W, August 2017 - May 2019
- Increased club membership by a factor of 2 through recruitment efforts
- Co-taught workshops on Github, the Command Line Interface, and other topics
- Organized all-woman teams that competed annually in the International Collegiate Programming Competition

## Publications and Presentations

Yinmiao Li, Melissa Chen, **Ayse Hunt**, Haoqi Zhang, and Eleanor O'Rourke. 2024. "Exploring the Interplay of Metacognition, Affect, and Behaviors in an Introductory Computer Science Course for Non-Majors." In Proceedings of the 2024 ACM Conference on International Computing Education Research - Volume 1 (ICER '24) https://doi.org/10.1145/3632620.3671119

Maryam Hedayati, **Ayse Hunt**, and Matthew Kay. 2024. "From pixels to practices: Reconceptualizing visualization literacy. Toward a More Comprehensive Understanding of Visualization Literacy" (CHI '24 Workshop) https://doi.org/10.31219/osf.io/6mq42

**Ayse Hunt**, Mmachi Obiorah, and Mike Horn (2022) "Understanding Tabletop Territories in Tangible and Screen-Based Game Play." Poster presented at the American Educational Research Association (AERA '22).

**Ayse Hunt** (2019) "Digital Strategy and Access in the Art Museum." Paper presented at the Art Museum in the Digital Age Conference at the Belvedere Museum.

Brad Richards and **Ayse Hunt**. 2018. "Investigating the Applicability of the Normalized Programming State Model to BlueJ Programmers." In Proceedings of the 18th Koli Calling International Conference on Computing Education Research (Koli Calling '18). ACM, New York, NY, USA, Article 10, 10 pages. DOI: https://doi.org/10.1145/3279720.3279731

**Ayse Hunt** (2018) "Digital Education, Access, and Visitor Engagement in the Art Museum." Paper presented at the Honors Northwest Student Research Symposium at Seattle University, Seattle, Washington.