Ayse Hunt

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Education

Northwestern University
Ph.D. student, Computer Science and Learning Sciences, Expected 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 metacognitive practices of computer science students
- Analyzing student programming processes through log data analysis

Graduate Research Assistant, TIDAL Lab
Northwestern University, 2020 - 2023

- Evaluated children's collaboration while using a Tangible User Interface
- Developed qualitative codes describing children's physical and verbal interactions
- Ran statistical analysis and synthesized quantitative findings for publication

Visiting Researcher
Adler Planetarium, 2021 - 2022

- Identified usability issues in an existing interactive museum exhibit
- Prototyped new exhibit designs that incorporated tangible elements
- Held feedback sessions with 25 middle school youth to refine exhibit prototypes

Collier Bangs Research Scholar
University of Puget Sound, 2018 - 2019

- Conducted an independent study comparing how seven art museums leveraged interactive technology in museum galleries to enhance visitor experiences
- Interviewed museum curators, educators, and technologists
- 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
- Isolated and sanitized a viable dataset for analysis of approx. 10,000 users from a database containing programming sessions from over 2 million unique users
- Developed a program that processed user log data to reconstruct each programming session

Relevant Experience

Intern
Vulcan, Inc., June 2019 - December 2019

- Designed a mixed-methods study to evaluate visitor experiences at a computing history museum
- Translated findings into a data-driven design proposal for an exhibit renovation
- Presented the design proposal to key stakeholders who approved the changes

Intern lead and software developer
Museum of Glass, November 2018 - June 2019

- Led a team of 3 peers in developing an interactive object label, which provides information including artist bios, related artworks, and videos within the gallery
- Designed and implemented the front-end of the application based findings from my thesis
- Collaborated with curators and exhibit designers to design a physical kiosk

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

Ayse Hunt, Mmachi Obiorah, and Mike Horn (2022, April) "Understanding Tabletop Territories in Tangible and Screen-Based Game Play." Poster presented at the American Educational Research Association's Annual Meeting in San Diego, California.

Ayse Hunt (2019, January) "Digital Strategy and Access in the Art Museum." Paper presented at the Art Museum in the Digital Age at the Belvedere Museum, Vienna, Austria.

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