Student Research Digest, Summer 2021

OPPORTUNITIES WITH A CLASS CREDIT OPTION

Code & Cognition Lab

Project Directors: Amy Ko and colleagues in the Code & Cognition Lab

Role Description: Undergraduate Research Assistant

Student Profile: INFO

Required Background/Skills/Interests: None

Preferred Background/Skills/Interests: At least introductory programming courses such as CSE 142, CSE 160, or INFO 201

Opportunity Type: Paid, credit, or volunteer opportunities

Time Period: Open

Estimated Time Commitment: 5-10 hours per week during the academic year, full time in summer

Contact: Please complete the brief form found here: https://faculty.washington.edu/ajko/lab

Understanding the Student Experience: Mental Health, Performance and Best Practices

Project Directors: Anind Dey with faculty and student collaborators from the iSchool, CSE, Social Work and other UW units

Role Description: Students on the project will engage in data analysis and machine learning on a multi-year dataset (smart phone sensor data,

Fitbit data, institutional data, survey data) to build an understanding of what contributes to issues with students' mental health, success (or lack of) in academic performance, and an understanding of best practices of students for achieving their goals. Students will help to build accurate models that can detect, and eventually predict outcomes of interest, including: stress, depression, substance use, GPA. This work will lead to deployments of models to perform detection and prediction in real-time, and to interventions (technical, behavioral and policy-driven) that result in a more positive student experience.

Student Profile: INFO, MSIM, PhD, Other non-iSchool

Required Background/Skills/Interests: Data science, machine learning

Preferred Background/Skills/Interests: Experience dealing with large-ish datasets

Opportunity Type: For credit, or for experience to begin with, possibly paid later

Time Period: Open

Estimated Time Commitment: 8 hours per week but flexible

Contact: Please email Anind at anind@uw.edu

Visualization Studies Research Studio Student Collaborator

Project Directors: Jaime Snyder with colleagues in the Visualization Studies Research Studio (VSRS), with student collaborators from the PhD, Masters, and Undergraduate programs; VSRS projects involve faculty collaborators from UW and other universities

Role Description: We have a number of ongoing active projects and are open to having students join us for a minimum of one quarter. Initially, I offer this as independent study credits (Cr/NC) or research practicum. After the first quarter, students become eligible for other types of positions, some paid.

Student Profile: INFO, MSIM, MLIS, PhD, Other non-iSchool

Required Background/Skills/Interests: Interest in design research, visual communication, qualitative methods

Preferred Background/Skills/Interests: Skills in technology/programming, graphic design, qualitative data are a plus

Opportunity Type: Credit, with possibility of paid based on availability and skills

Time Period: Open

Estimated Time Commitment: At least 10 hours per week

Contact: Please email Jaime at jas1208@uw.edu

PAID OPPORTUNITIES

Misinformation in Fandom: A Case Study of ARMY

Project Directors: Emma Spiro, Jin Ha Lee, Center for an Informed Public, GAMER Group

Role Description: Looking for a student to engage in an analysis of the social media behaviors of users in the ARMY fandom supporting the music group BTS. Student researchers will engage with Center for an Informed Public faculty Emma Spiro and Jinha Lee to complete an analysis of the behaviors and social networks of fans on Twitter. This includes both descriptive analysis of behavior and network analysis of connections among fans. The focus of this analysis will be on understanding the community structure and strategies for combating misinformation among fans. Students will also engage in research group meetings and CIP lab events.

Student Profile: INFO, MSIM, MLIS, PhD

Required Background/Skills/Interests: Strong data science skills required including data analysis in python/R, experience working with databases, social media data, data visualization, etc.

Preferred Background/Skills/Interests: Prior experience with social network analysis including network visualization, large-scale networks, and network statistics preferred.

Opportunity Type: Paid

Time Period: June 16 - Sept. 15

Estimated Time Commitment: 10-20 hrs per week

Contact: Please email Emma at espiro@uw.edu

Online Misinformation Escape Room: Front End or Full Stack Developer

Project Directors: Chris Coward and Jin Ha Lee with their colleagues in the Center for an Informed Public (CIP), Technology & Social Change Group (TASCHA), GAMER Research Group, and Puzzle Break

Role Description: We are seeking up to two students to join a team working on an online misinformation escape room. Version 1 is complete and we want to both make changes to our initial game, and develop a design kit for creating additional escape rooms. This position:

- Maintain and iterate on an educational game written in React.
- Maintain and iterate on the educational game's backend, which is written in Go and SQL.
- Work with shareholders to adjust project design as needed.

For more information on the project visit: https://tascha.uw.edu/projects/misinformation-escape-room/ and https://tascha.uw.edu/2021/05/student-opportunity-june-september-2021/ and https://www.lokisloop.org/

Student Profile: INFO, MSIM, MLIS, PhD, Other non-iSchool

Required Background/Skills/Interests: React.js, HTML, Javascript, CSS. Docker, Go, SQL. Understanding of common Javascript libraries and AJAX. Understanding of RESTful APIs. Relevant degree acquired or in progress

Preferred Background/Skills/Interests: None

Opportunity Type: Paid

Time Period: Summer quarter (June - September)

Estimated Time Commitment: 10 hours/week average. Flexible.

Contact: To apply, send a CV and cover note to ccoward@uw.edu. Please include links to portfolio, if available.

Teens' Meaningful Tech Use Project

Project Directors: Katie Davis, Dr. Petr Slovak (Oxford University)

Role Description: The RA will direct the research surrounding the participatory design and field deployment of an app-based intervention aimed at promoting teens' meaningful smartphone interactions. The ideal person for this position is a PhD student with research interests in youth and technology who has experience with participatory design and field deployment studies in HCI.

Student Profile: PhD

Required Background/Skills/Interests:

- Current PhD student strongly preferred
- Interest in and experience with research involving youth and technology
- Experience with qualitative research in HCI – design, data collection, and data analysis

Preferred Background/Skills/Interests:

- Experience conducting participatory design sessions preferred
- Experience conducting field deployment studies of a technology intervention preferred
- Some familiarity with parsing and understanding existing codebase preferred (not essential)
- UI/UX design skills preferred (not essential)

Opportunity Type: Paid research assistantship

Time Period: Summer quarter

Estimated Time Commitment: 10 hours per week

Contact: Please email Katie at kdavis78@uw.edu