Ayanna E. Seals

ayannaseals@nyu.edu
ayannaseals.com

RESEARCH INTERESTS	human computer interaction, augmented reality, self-focused attention, self-regulation, behavior change

EDUCATION

Ph.D. in Technology Management — Present
New York University, New York, NY
Advisor: Oded Nov

M.S. in Integrated Digital Media — 2016
New York University, New York, NY
Advisor: Luke Dubois

B.A. in Communication Media — 2014
North Carolina State University, Raleigh, NC

PUBLICATIONS

Seals, A., Nov, O., Otiono, J., Shaer, O. and Ball, M. Investigating Pathogen Trails As A Design Strategy to Combat Invisible Health Dangers in Everyday Environments. Workshop on Emergent Data Trails at the ACM SIGCHI Conference on Human Factors in Computing Systems (CHI), 2020.

Dove, G., **Seals, A.**, Nov, O. Socially-Informed Sorting for Guiding Personal Finance Choices. Extended Abstracts on Human Factors in Computing Systems (CHI), 2020.

Cartwright, M., Salamon, J., **Seals, A.**, Nov, O., Bello, J.P. Investigating the Effect of Sound-Event Loudness on Crowdsourced Audio Annotations. In Proceedings of the IEEE International Conference on Acoustics, Speech and Signal Processing (ICASSP), 2018.

Cartwright, M., **Seals, A.**, Salamon, J., Williams, A., Mikloska, S., MacConnell, D., Law, E., Bello, J.P., Nov, O. Seeing Sound: Investigating the Effects of Visualizations and Complexity on Crowdsourced Audio Annotations. In Proceedings of the ACM on Human-Computer Interaction, vol. 1(2): Computer-Supported Cooperative Work and Social Computing (CSCW), 2017.

HONORS & AWARDS

Bloomberg Data for Good Immersion Fellow	2019
Cornell Social Impact Design Summer Program Invited Participant	2018
NYU Best Master's Thesis In Integrated Digital Media	2016
Peter Barker-Homek Women in Technology Fellowship	2014 - 2016

EXPERIENCE

Human-Computer Interaction Research Assistant — 2016 - Present
New York University School of Engineering, Brooklyn, NY

Adjunct Instructor — Game Design for Citizen Science — 2017
New York University School of Engineering, Brooklyn, NY

Teaching Assistant — Developing Assistive Technologies 2016
New York University School of Engineering, Brooklyn, NY

SKILLS

Research Methods

Research: ethnography; interviewing; experimental design; questionnaire/survey design and deployment; regression analysis; statistical tests.

Design: developing use cases, scenarios, and personas; information visualization; wireframing; prototyping; usability testing; heuristic evaluations; competitive analyses.

Tools

Python(+SciPy stack); SPSS; Alteryx; PHP/Laravel; HTML; CSS; PHP; Laravel; Figma; Adobe Creative Suite(Illustrator, Photoshop, XD, Premier Pro, After Effects); Webflow; Unity; Final Cut.

Other Skills

Documentary filmmaking; graphic design; illustration; videography; photography; photo/video editing; knowledgeable in accessibility standards.