

Anastasia Olga (Olnancy) Tzirides

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Learning Scientist | GenAI in Education | Learning Design

Learning Scientist with 8+ years of experience applying learning science, instructional design, and mixed-methods research to digital products and educational technologies. Specialized in evaluating and shaping generative AI-enabled learning tools, including writing, feedback, and assessment systems. Experienced partnering with product, UX, engineering, and research teams to define learning strategies, conduct literature-informed research, and design evaluation frameworks that assess learning quality, user experience, and impact at scale.

SKILLS

Learning Science & Evaluation:	Learning theory (learning-by-design, multiliteracies, translanguaging, adult learning, constructivist, sociocultural); learning impact evaluation frameworks; GenAI tool quality assessment; literature reviews and research synthesis; learning analytics and triangulation
GenAI Integration:	Prompt engineering; LLM evaluation for education; human-in-the-loop (HITL) system design; GenAI integration in learning workflows
Product & Cross-Functional Collaboration:	Learning science consultation for product teams; agile product development; collaboration with Design, PM, Engineering; UX research for early-stage and high-fidelity prototypes
Research Methods:	Qualitative and mixed-methods research; usability testing; concept testing; interviews; surveys; focus groups; card sorting; observations; participant recruiting
Tools & Technical:	UserTesting, Qualtrics, NVivo, Miro, Optimal Workshop, Google Sheets, Excel, Zoom, Recall; Figma, Canva, PowerPoint, WordPress, Articulate Storyline; Python (basic)
Communication & Teaching:	20+ research readouts; conference presentations and invited talks; 10+ years of teaching and instructional design experience; international research (4 countries)
Languages:	Native/Proficient: English, French, Greek; Intermediate: Spanish

RESEARCH EXPERIENCE

Research Scientist, University of Illinois Urbana-Champaign (UIUC) 06/2022-Current

- Led learning science research on generative AI-enabled writing and feedback systems, informing the design and evaluation of AI-supported learning features for adult learners.
- Designed and implemented learning impact and tool-quality evaluation frameworks combining surveys, learning analytics, artifact analysis, and qualitative methods
- Conducted literature reviews and synthesized research on effective learning strategies to inform product and feature-level design decisions in collaboration with cross-functional teams.

User Experience Researcher, Google (Contract) 10/2022-1/2024

- Conducted remote and in-person moderated and unmoderated studies, including usability testing, concept testing, interviews, surveys, and card sorting.
- Evaluated early-stage and high-fidelity prototypes of Google Geo products.
- Synthesized insights into actionable recommendations for product, design, and engineering teams.
- Applied user-centered design principles to assess comprehension, usability, and user experience in complex consumer-facing features.

Researcher & Learning Designer (PhD), University of Illinois Urbana-Champaign 08/2017-05/2022

- Conducted design-based research on digital tools for translanguaging and multimodal learning, generating evidence-based recommendations for AI-supported educational technologies.
- Designed and executed mixed-methods evaluations using learning analytics, surveys, focus groups, and artifact analysis.

PROFESSIONAL EXPERIENCE

UX Consultant, Common Ground Research Networks 02/2024-Current

- Guiding UX enhancements for the CGScholar learning platform, focusing on learning processes and features.
- Collaborating with the product owner and the software development team for platform advancement.

- Project Manager**, University of Illinois Urbana-Champaign (UIUC) 01/2024–Current
- Led curriculum development and research coordination for large-scale IoT and AI education initiatives.
 - Partnered with technical and domain stakeholders to inform scalable, evidence-based learning interventions.
- Visiting Lecturer**, University of Illinois Chicago 08/2022–Current
- Designed and delivered online higher-education courses using learning science principles, including scaffolding, feedback, and learner-centered assessment for adult learners
- Instructional designer**, Mass General Brigham 05/2022–10/2022
- Partnered with subject-matter experts to design and develop online medical training using evidence-based instructional design and formative evaluation.
- Learning designer**, Information Trust Institute, University of Illinois Urbana-Champaign 05/2022–09/2022
- Designed collaborative online cybersecurity courses, translating complex technical content into structured learning experiences informed by learning science
- Learning Designer & Instructor**, University of Illinois at Urbana-Champaign 08/2017–05/2022
- Co-designed and delivered graduate and undergraduate online courses, integrating learning activities, assessment, and feedback aligned with learning outcomes
- Learning Designer & Instructor**, National and Kapodistrian University of Athens 06/2021–08/2021
- Designed and instructed an online masterclass on digital affordances and learning, integrating theory-driven content with applied learning activities.

SELECTED PRESENTATIONS & TALKS

Selected invited and peer-reviewed presentations on learning science, generative AI, and digital learning design.

- “Human-Centered Approaches to Generative AI in Feedback and Learning in Higher Education.” International Conference on Learning, 2025
- “Challenges and Opportunities for Artificial Intelligence in Education.” Plenary panel, International Conference on Learning, 2025.
- “Meaning without Borders: From Translanguaging to Transposition in the Era of Digitally-Mediated Meaning”, Plenary talk, International Conference on Learning, 2022
- “Designing and Implementing Smart Online Language Learning Modules”, International Conference on Learning, 2022
- “Digital Technologies and Refugee Language Education: Teacher perspectives From Greece.”, International Conference ‘Crossroads of Languages and Cultures’, 2021

SELECTED PUBLICATIONS

Selected publications on learning science, generative AI in education, and evaluation of AI-supported learning systems.

- **Tzirides, A. O.**, et.al., (2024). Combining human and artificial intelligence for enhanced AI literacy in higher education. *Computers and Education Open*, 6
- **Tzirides, A. O.**, et.al., (2024). Exploring Instructors' Views on Fine-Tuned Generative AI Feedback in Higher Education. *International Journal on E-Learning*, 23(3), 319–334
- **Tzirides, A. O.**, et.al., (2023). Generative AI: Implications and Applications for Education. *ArXiv*. /abs/2305.07605
- **Tzirides, A. O.**, et.al., (2023). Cyber-Social Research: Emerging Paradigms for Interventionist Education Research in the Postdigital Era. In *Constructing Postdigital Research*. Springer Nature.
- **Tzirides, A. O.**, Montebello, M., Cope, W., Kalantzis, M., (2023). The future of online learning and higher education in the post-pandemic world. In *Building the Post-Pandemic University*. Edward Elgar.
- **Tzirides, A. O.**, Cope, W., Kalantzis, M., (2023). Contemporary Contexts for Learning: An Overview. In *International Encyclopedia of Education 4th edition*. Elsevier.

EDUCATION

- PhD in Learning Design and Leadership** 08/2017–05/2022
Department of Education Policy, Organization and Leadership, University of Illinois at Urbana-Champaign (UIUC), USA
- Master's Degree in Multicultural and Multilingual Education** 10/2013–02/2015
Aristotle University of Thessaloniki, Greece & Université du Maine, France
- Bachelor's degree in Elementary Education** 09/2009–07/2013
Aristotle University of Thessaloniki (Greece)