

Maria J. Anderson-Coto

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EDUCATION

Ph.D. Informatics – University of California Irvine

9/2018 – 06/2023

Coursework and research on esports, video games, human-computer interaction.

Awards: UCI Informatics Chair's Award for Exceptional Promise, 2018.

Bachelor, Business Administration – University of Costa Rica

3/2013 - 12/2016

Coursework included organizational leadership, marketing, finance, management.

Coursera

- *Introduction to Software Process Management*. Software process management, Agile philosophy and principles.
- *Software Processes and Agile Practices*. Software creation process models, software team management, Scrum, Lean.
- *Introduction to Machine Learning*. Overview of basic models using Python.

EXPERIENCE

GRADUATE RESEARCHER - UNIVERSITY OF CALIFORNIA IRVINE

9/2018 - ongoing

Researcher – Connections for wellness (*Funded by Pivotal Ventures*)

- Planned and facilitated a 6-month participatory design workshop with 10 Latinx youth.
- Designed a curriculum and taught design techniques using culturally responsive, community-based principles.
- Led the transition from in-person to online workshops due to COVID-19, developing creative solutions to maintain the community cohesion in our research in times of crisis.

Researcher - Tenacity Project (*National Science Foundation grant*)

- Planned and led pilot study for an app to incentivize mindfulness in children, using participatory design.
- Organized a team of 8, guided interviews, A/B testing, and cognitive tests.
- Analyzed qualitative and quantitative data to provide design feedback and research insights.
- Supervised diversity and inclusion principles in the design of the characters.

Mentor & Product Owner – Mindfulness in adults

- Defining direction, vision, and feedback collection for an app to incentivize mindfulness in adults.
- Implemented Agile methods for design and development
- Mentoring and empowering all-women team of 5 undergraduates in their Senior (final) Design Project.

UCI Esports Conference (UCI ESC) organizing committee.

2018, 2019, 2020

- Led the design and creation of promotional material (banners, signage, "goodies" for 200+ attendees.)
- Coordinated logistics, budget and work with providers.
- Coordinated conference's branding with UCI Trademarks Office, and sponsor logo usage.

GRADUATE TEACHING ASSISTANT - UNIVERSITY OF CALIFORNIA IRVINE

9/2018 - ongoing

Courses: Project Management, Critical Writing on Information Technology, and Computer Games and Society.

PUBLICATIONS

- Persa, N., Anderson, C.G., Martinez, R., Collins, M., Anderson-Coto, M.J., Squire, K.D. (2020). Improving a Wearable Mindfulness App Through Participatory Design. *Connected Learning Summit*. [Submitted]
- Anderson-Coto, M.J. (2020). COVID-19, Latinx Culture and Technology: Opportunities for Culturally Responsive Research. *LatinxTalk*. [Accepted]
- Tomlinson, C., Anderson-Coto, M.J. (2020). Sowing Seeds of Distrust: Video Game Player Perceptions of Companies in Online Forums. *Association of Internet Researchers*. [Accepted].
- Anderson-Coto, M.J., Tomlinson, C., Collado, J., Squire, K. (2019). Fandom Culture and Identity in Esports. *Esports Conference Proceedings*. Pages 3-16. <https://www.doi.org/10.1184/R1/12217766>
- Reitman, J. G., Anderson-Coto, M. J., Wu, M., Lee, J. S., & Steinkuehler, C. (2020). Esports Research: A Literature Review. *Games and Culture*, 15(1), 32–50. <https://doi.org/10.1177/1555412019840892>

SKILLS

- Python (basic), R (basic)
- Spanish (native), English (fluent), Portuguese (basic)
- Research software: Dedoose

OTHER

Global Game Jam, 2018.

- Created a game in a team of 5 under 48 hours.
- Team leader. Assigned roles and tracked progress.
- Wrote a decision-based storyline and dialogues with butterfly effects from scratch.
- Won "Best Music Score" award.