# **EUREKA FOONG**

PhD Candidate in Technology and Social Behavior Northwestern University, 2240 Campus Drive Evanston, IL 60208 eureka@u.northwestern.edu eureka.foong@gmail.com www.eurekafoong.com

## **RESEARCH INTERESTS**

Human-computer interaction, computer-supported cooperative work, crowdsourcing, feedback, online labor marketplaces, crowdwork, freelancing, creativity and innovation, sensemaking, expertise, online communities

#### **EDUCATION**

### Ph.D., Technology and Social Behavior (Expected 2020)

2015 - present

Northwestern University, Evanston, IL

- Research and Teaching Assistant
- Primary advisor: Elizabeth Gerber, PhD
- Joint program in Communication Studies and Computer Science
- Relevant coursework: Software Development and Project Management, Machine Learning, Sociological Field Methods, Natural Language Processing, Social Computing and Crowdsourcing, Social Network Analysis, Understanding Media Markets

# B.A., Psychology (Minor: Media Studies)

2012 - 2014

Linfield College, McMinnville, OR

- Primary advisor: Kay Livesay, PhD
- Research project: Mood, Attention and the Aha! Moment
- CGPA: 4.00
- Relevant coursework: Research in Cognitive Psychology, Media and Child Development, Principles of Advertising

# American Degree Transfer Program

2011-2012

INTI International College Penang, Malaysia

#### **WORK AND RESEARCH EXPERIENCE**

#### Research and Teaching Assistant, Delta Lab, Northwestern University

Sep 2015 - Present

 Conceptualize, lead, execute, and publish independent research projects related to crowdsourcing and online labor marketplaces, feedback, and online communities

#### Al User Experience Research Intern, Facebook Inc.

Jan 2019 - Mar 2019

- Completed independent mixed-methods research on the AI User Research team to understand the role of AI in promoting civil discourse in the workplace
- Quickly established trust with key stakeholders and collaborators to refine and gain buy-in for research study proposal
- Consolidated relevant research from 35 peer-reviewed resources across the company and beyond and generate point-of-view document to guide the research study proposal
- Presented design principles to product teams to guide the design of future app capabilities

#### Research Science Intern, Adobe Inc.

Jun 2018 - Aug 2018

- Directed independent, mixed-methods research project with research collaborators to design and evaluate effect of prompts and portfolio views on commenting behavior in online community, Behance
- Recruited participants and conducted 22 interviews with freelance designers and design students
- Prototyped tool for experiment in HTML and Node.js
- Designed, executed, and analyzed data using R from experimental study with more than 90 participants
- Presented results to Behance product team in New York

#### User Experience Research Lead, Piktochart

Nov 2014 - Sep 2015

- Led organizational shift toward design thinking by organizing inclusive "design sprints"
- Represented users in discussions with the design and development teams
- Implemented moderated and unmoderated, remote and in-person usability tests
- Prepared and analyzed surveys to assess attitudes of online users
- Combined insights from user interviews, web analytics and business goals to define user personas
- Made user-centered recommendations on infographic content, interaction design and website copy
- Communicated results of research internally at daily and weekly meetings

#### Public Affairs Intern, American Psychological Association (APA)

Jun 2014 - Aug 2014

- Helped attract media attention to the 122nd Annual APA Convention in Washington, D.C.
- Proofread press kits sent to hundreds of journalists worldwide
- Contributed to the addition of 2,464 new Twitter followers and 29,420 new Facebook fans
- Conducted interviews and wrote profiles for the APA magazine, Monitor on Psychology
- Helped organize a Tweetup for the annual convention

#### Web and Digital Marketing Intern, Linfield College

Jan 2013 - May 2014

- Improved site usability by reorganizing and updating 12 academic department websites
- Implemented changes directly using the MODX content management system

### APA Summer Science Research Fellow, George Mason University

Summer 2013

- Selected as one of 12 undergraduates from 500 applicants across the United States
- Worked at the Arch Lab in the Human Factors and Applied Cognition program

- Under the supervision of Dr. Robert Youmans, helped build experimental designs to study individual differences in cognitive flexibility
- Contributed to the development of a new measure of cognitive flexibility
- Successfully ran pilot studies using the concurrent verbal protocol (CVP) technique. Prepared slides in Adobe Photoshop to aid the coding of CVP data

#### Founding Editor, The Spark News

Nov 2011 - Apr 2012

- Launched INTI International College Penang's student newspaper in 2011
- Managed a team of 35 students while overseeing weekly operations, outlining roles and guidelines for members, organizing meetings, recruiting and training new staff and encouraging a positive work ethic

#### **CONFERENCE PROCEEDINGS**

**Foong, E.,** Kim, J., Dontcheva, M., & Gerber, E. M. (In progress). Seeing the artist through the artwork: How viewing projects in the context of portfolios influences feedback in online creative portfolio communities.

**Foong, E.,** Vincent, N., Hecht, B., & Gerber, E. M. (2018). Women (still) ask for less: Gender differences in hourly rate in an online labor marketplace. *Proceedings of the ACM: Human-Computer Interaction*, *2*(53). <a href="https://doi.org/10.1145/3274322">https://doi.org/10.1145/3274322</a>

**Foong, E.,** Gergle, D., & Gerber, E. (2017). Novice and expert sensemaking of crowdsourced feedback. *Proceedings of the ACM: Human-Computer Interaction, 1*(45). <a href="https://doi.org/10.1145/3134680">https://doi.org/10.1145/3134680</a>

**Foong, E.,** Dow, S., Bailey, B., & Gerber, E. (2017). Online feedback exchange: A framework for understanding the socio-psychological factors. *Proceedings of the Annual ACM Conference on Human Factors in Computing Systems (CHI '17)*. https://doi.org/10.1145/3025453.3025791

McGee, S., Roberts, J., Banerjee, A., **Foong, E.,** Matcuk, M., & Horn, M. (2017). Designing Digital Rails to Foster Scientific Curiosity around Museum Collections. *Annual Meeting of the American Education Research Association*.

#### **WORKSHOPS AND CONFERENCE PRESENTATIONS**

**Foong, E.** & Gerber, E. M. (2018). Understanding inequalities in pay and peer support for freelancers in online work platforms. In Dye, M., et al. (Chairs), *Solidarity Across Borders*. Workshop conducted at the ACM Conference on Computer-Supported Cooperative Work (CSCW '18), Jersey City, NJ.

**Foong, E.** & Gerber, E. M. (2018). Understanding how critiquing others influences sensemaking. In Russell, D. et al., (Chairs), *Making Sense in a Senseless World*. Workshop conducted at the ACM Conference on Human Factors in Computing Systems (CHI '18), Montreal, Canada.

- **Foong, E.** & Gerber, E. M. (2018). Hackathon team leadership: Supporting innovation through teaming at time-bounded events. In Pe Than, E. P. P., et al. (Chairs), *2nd Workshop on Hacking and Making at Time-Bounded Events: Current Trends and Next Steps in Research and Event Design*. Workshop conducted at the ACM Conference on Human Factors in Computing Systems (CHI '18), Montreal, Canada.
- **Foong, E.,** Dow, S., Bailey, B., & Gerber, E. (2017). Online feedback exchange: A framework for understanding the socio-psychological factors. *InfoSocial*, Northwestern University, Evanston, IL.
- **Foong, E.,** & Gerber, E. (2017, February). Challenges incorporating community feedback at recurring civic hackathons. In Filippova, A. (Chair), *Hacking and Making at Time-Bounded Events: Current Trends and Next Steps in Research and Event Design.* Workshop conducted at the ACM Conference on Computer-Supported Cooperative Work and Social Computing (CSCW '17), Portland, OR.
- **Foong, E.,** Gerber, E., & Franconeri, S. (2016, May). An exploratory study of developing expertise through crowdwork. In M. Krause (Chair), *Connecting online work and online education at scale*. Workshop conducted at the ACM Conference on Human Factors in Computing Systems (CHI '16), San Jose, CA.
- **Foong, E.,** Gerber, E., & Franconeri, S. (2016, February). Learning on the job: Training crowdworkers to learn complex skills through micro-tasks. In A. Lampinen (Chair), *The future of platforms as sites of work, collaboration and trust*. Workshop conducted at the ACM Conference on Computer Supported Cooperative Work and Social Computing (CSCW '16), San Francisco, CA.
- **Foong, E. C. Y.** (2014, May 25). *Mood, attention, and the aha! moment.* Poster presented at the 26th Association for Psychological Science Annual Convention, San Francisco, CA.
- **Foong, E. C. Y.** (2014, May 16). *Mood, attention, and the aha! moment.* Poster presented at the 22nd Annual Linfield College Student Scholarship Symposium, McMinnville, OR.
- **Foong, E. C. Y.** (2014, February 28). *The psychology of creativity.* Oral presentation for the Department of Psychology at Linfield College, McMinnville, OR.
- **Foong, E. C. Y.,** & Guevara, J. D. (2013, July). *A three-way approach to creativity*. Oral presentation at American Psychological Association Summer Science Fellowship Research Symposium at George Mason University, VA.

#### **INVITED TALKS**

Foong, E. (2018, Nov 8). Invited research presentation at Behance, Adobe Inc., New York, NY.

Foong, E. (2018, Jan 27). Invited talk at Brave Initiatives Awards, Chicago, IL.

Foong, E. (2016, April 9). *Don't start with the solution: What hackathons can tell us about solving big problems.* Invited talk at TEDxNorthwesternU, Northwestern University, IL.

Foong, E. C. Y. (2015, May 29). *UX in the industry*. Invited talk at Universiti Putra Malaysia Human-Computer Interaction Day, Serdang, Malaysia.

Foong, E. C. Y. (2015, May 28). Should we be scared of psychologists? Psychology in marketing and product design. Invited talk at TEDxKLWomen 2015, Kuala Lumpur, Malaysia.

Foong, E. C. Y. (2015, April 18). *UI/UX Day*. Invited moderator at One Academy UI/UX Day, Penang, Malaysia.

Foong, E. C. Y. (2015, April 11). Why marketers should think about user experience. Invited talk at Exabytes Malaysia Internet Marketing Summit, Subang Jaya, Malaysia.

#### **POSTERS**

**Foong, E.** (2016, October). *Crowdfeedback: A multi-faceted framework for designing crowd-based feedback systems.* Poster presented at the Grace Hopper Celebration of Women in Computing in Houston, TX.

#### **MAGAZINE PUBLICATIONS**

Foong, E. (2015, January). Random Sample: Carmen J. Cividanes-Lago, PhD. *Monitor on Psychology*, 28.

Foong, E. (2014, November). Random Sample: Karen Ferguson, PhD. Monitor on Psychology, 24.

#### **TEACHING EXPERIENCE**

Teaching Assistant for "Inclusive Making" LS 351/451 / DSGN 395 / EECS 397/497 (Fall 2017) with Marcelo Worsley, PhD

# HONORS AND AWARDS

| 2015 |
|------|
| 2014 |
| 2014 |
| 2014 |
| 2012 |
| 2011 |
| 2010 |
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| GRANTS AND FELLOWSHIPS                                                      |      |
|-----------------------------------------------------------------------------|------|
| Northwestern Design Research Cluster Senior Fellow 2017-2019                | 2019 |
| Segal Design Cluster Fellowship 2016-2017                                   | 2016 |
| Computing Research Association – Women (CRA-W) Grad Cohort 2016 participant | 2016 |
| Segal Design Institute Norman Design Fund Grant                             | 2015 |
| Northwestern University School of Communication Graduate Assistantship      | 2015 |
| Linfield College Department of Psychology Research Travel Grant (\$650)     | 2014 |
| American Psychological Association Summer Science Fellowship (\$3,450)      | 2013 |
| Linfield College International Trustee Scholarship (\$23,000/year)          | 2012 |
| INTI International College Penang Merit Scholarship                         | 2011 |

| PROFESSIONAL AND COMMUNITY SERVICE                                              |           |
|---------------------------------------------------------------------------------|-----------|
| Northwestern Design Research Cluster Senior Fellow                              | 2017-2019 |
| Student Volunteer, ACM Conference on Computer-Supported Cooperative Work        | 2017-2018 |
| Reviewer, ACM Conference on Computer-Supported Cooperative Work                 | 2017-2018 |
| Volunteer and programming mentor, Brave Initiatives                             | 2016-2018 |
| Mentor, Graduates Mentoring Undergraduates                                      | 2017-2018 |
| Volunteer, International Design, Computing and Cognition 2016 conference        | 2016      |
| Northwestern University Women in Computing graduate representative and ment     | or 2016   |
| Participant in the Access to Justice project at Chi Hack Night, Chicago         | 2016      |
| Volunteer and member, ABI.Chicago (Anita Borg Institute local chapter)          | 2015      |
| Graduate Student Mentor, Northwestern Society of Women Engineers                | 2015      |
| Department Representative, Graduate Leadership and Advocacy Council             | 2015-2018 |
| Participant, Hackathon for Wildlife sponsored by Internet of Elephants          | 2015      |
| Volunteer, Youth Empowerment and Literacy in Oakland, California                | 2014      |
| Peer Mentor, Linfield College                                                   | 2014      |
| RISE Research Award Competition reviewer, Association for Psychological Science | 2013      |
| Campus Representative, Association for Psychological Science                    | 2013      |
| Graphic Design Volunteer, Malaysia U.S. Chamber of Commerce                     | 2013      |

# **MEMBERSHIP**

Design Research Cluster, Northwestern University Delta Lab, Northwestern University

Association for Computing Machinery (ACM), Student Member

Illinois Technology Association, Student Member

American Psychological Association, Student Affiliate

Association for Psychological Science, Undergraduate Student Affiliate

Psi Chi International Honor Society in Psychology

# **TECHNICAL SKILLS**

Python, PostgreSQL, JavaScript, Java, HTML, CSS Basic understanding of machine learning and social network analysis Adobe Photoshop, Inkscape, Adobe Premiere Pro, iMovie R, IBM SPSS Statistics, SuperLab, JMP Microsoft Office