

# Ei Pa Pa Pe-Than

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## Research Interests and Approach

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My research interests span computer-supported cooperative work (CSCW), science and technologies studies (STS), and critical human-computer interaction (HCI), and especially how to develop distributive decentralized software systems to support productive cooperation, reinterpretability, resilience, and scalability.

I use Case Study research approach to address complex socio-technical questions, which includes ethnography (interviews and non-participant observations), archival analysis, quantitative collection of log and trace data with Python, SQL, and R, and a combination of all of these methods (mixed-methods) as appropriate and relevant.

## Education

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Carnegie Mellon University ..... Pittsburgh, PA, USA

2017 - present      **Postdoctoral Researcher**

Advisor: James Herbsleb, Institute for Software Research, School of Computer Science

Topic: Coordination in time-bounded events (hackathons, datathons, etc.) for science, innovation, learning, and civic engagement and collaborative writing on GitHub

Nanyang Technological University ..... Singapore, Singapore

2010 - 2016      **Doctor of Philosophy in Information Systems**

Advisor: Dion Hoe-Lian Goh and Chei Sian Lee, Wee Kim Wee School of Communication and Information

Thesis: Investigating user-centered human computation games: The role of perceived enjoyment and its antecedents

2008 - 2009      **Master of Science in Information Systems**

University of Computer Studies ..... Yangon, Myanmar

2001 - 2005      **Bachelor of Science (Hons.) in Computer Science**

## Employment

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Carnegie Mellon University .....	Pittsburgh, PA, USA
2017 - present	<b>Postdoctoral Researcher</b> Advisor: James Herbsleb, Institute for Software Research, School of Computer Science Topic: Coordination in time-bounded events (hackathons, datathons, etc.) for science, innovation, learning, and civic engagement and collaborative writing on GitHub
Nanyang Technological University .....	Singapore, Singapore
2015 - 2016	<b>Research Associate and Part-time Lecturer</b>
NCS .....	Singapore, Singapore
2009 - 2010	<b>Application Consultant</b> (Software Developer)
University of Computer Studies .....	Yangon, Myanmar
2005 - 2007	<b>Tutor</b>

## Research Funding

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NTU Doctoral Research scholarship  
Nanyang Technological University, Singapore  
Duration: August 2010 – August 2014  
Amount: S\$ 111,600

Grant for Research Student  
Nanyang Technological University, Singapore  
Duration: 2011 – 2014  
Amount: S\$ 2,800

Conference Travel Grant  
Nanyang Technological University, Singapore  
Year: 2016  
Amount: S\$ 1,000

## Publications

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### Referred Journal Publications

1. **Pe-Than, E.P.P.**, Nolte, A., Filippova, A., Bird, C., Scallen, S., and Herbsleb, J.D. "Corporate Hackathons, How and Why? A Multiple Case Study of Motivation, Project Proposal and Selection, Goal Setting, Coordination, and Project Continuation." [First round of revisions submitted to Human-Computer Interaction Journal]

2. **Pe-Than, E.P.P.**, Dabbish, L., and Herbsleb, J.D. "Collaborative Writing at Scale: Investigation of Pull-Based Model on GitHub." [Under the review of CSCW 2020]
3. **Pe-Than, E.P.P.**, Nolte, A., Filippova, A., Bird, C., Scallen, S., and Herbsleb, J.D. (2018). "Designing Corporate Hackathons with a Purpose." *IEEE Software*, 36 (1), 15-22. <https://doi.org/10.1002/asi.23863>
4. Nolte, A., **Pe-Than, E.P.P.**, Filippova, A., Bird, C., Scallen, S., and Herbsleb, J.D. (2018). "You Hacked and Now What?: - Exploring Outcomes of a Corporate Hackathon." In *Proceedings of the ACM on Human Computer Interaction*, 2 (CSCW'18), Article 129, 23 pages. <https://doi.org/10.1145/3274398>

## Referred Conference Publications

1. **Pe-Than, E.P.P.** and Herbsleb, J.D. (2019). "Understanding Hackathons for Science: Collaboration, Affordances, and Outcomes." In *Taylor N., Christian-Lamb C., Martin M., Nardi B. (eds) Information in Contemporary Society, iConference'19. Lecture Notes in Computer Science, vol 11420 (iConference'19)*, pp. 27-37. Springer, Cham. [https://doi.org/10.1007/978-3-030-15742-5\\_3](https://doi.org/10.1007/978-3-030-15742-5_3)

## Referred Short Publications

1. **Pe-Than, E.P.P.**, Dabbish, L., and Herbsleb, J.D. (2018). "Collaborative Writing on GitHub: A Case Study of a Book Project." In *Companion of the 2018 ACM Conference on Computer Supported Cooperative Work and Social Computing (CSCW'18)*, pp. 305-308. <https://doi.org/10.1145/3272973.3274083>

## Referred Workshop Publications

1. **Pe-Than, E.P.P.**, Herbsleb, J.D., Nolte, A., Gerber, E., Fiore-Gartland, B., Chapman, B., Moser, A., and Wilkins-Diehr, N. (2018). "The 2nd Workshop on Hacking and Making at Time-Bounded Events: Current Trends and Next Steps in Research and Event Design." In *Extended Abstracts of the 2018 CHI Conference on Human Factors in Computing Systems (CHI EA'18)*, paper W35, 8 pages. <https://doi.org/10.1145/3170427.3170615>

## Selected Other Publications

1. **Pe-Than, E.P.P.**, Momcheva, I., Tollerud, E., and Herbsleb, J.D. (2019). Hackathons for Science, How and Why? *Poster presented at the 233rd Meeting of the American Astronomical Society, AAS Meeting #233*, id.459.11. <https://ui.adsabs.harvard.edu/abs/2019AAS...23345911P/abstract>
2. **Pe-Than, E.P.P.**, Dabbish, L., and Herbsleb, J.D. (2019). Collaborative Writing at Scale: A Case Study of Two Open-Text Projects Done on GitHub. *Paper presented at the 7th ACM*

*Conference on Collective Intelligence 2019 (CI'19)*. [https://ci.acm.org/2019/assets/proceedings/CI\\_2019\\_paper\\_65.pdf](https://ci.acm.org/2019/assets/proceedings/CI_2019_paper_65.pdf)

3. Powell, J., Hayden, L., Nolte, A., Herbsleb, J.D., **Pe-Than, E.P.P.**, Wong, M., Kalyanam, R., Ellet, K., Pamidighantam, S., Traxler, K., and Cannon, A. (2018). An Analysis of the PEARC 2018 Science Gateways Community Institute Hackathon: Lessons Learned. *Poster presented at Gateways 2018 organized by the Science Gateways Community Institute (SGCI)*. <https://doi.org/10.6084/m9.figshare.7070309.v2>
4. **Pe-Than, E.P.P.**, and Nolte, A. (2018). The 2nd Workshop on Hacking and Making at Time-Bounded Events. *Technical Report CMU-ISR-18-109, Carnegie Mellon University*. <http://eipapa.github.io/files/ISR-techreport-2018.pdf>
5. **Pe-Than, E.P.P.**, Nolte, A., Filippova, A., Bird, C., Scallen, S. and Herbsleb, J.D. (2018). An Empirical Study of Team Familiarity, Goal Setting, and Process in Time-Bounded Events. *Poster presented at the 13th Annual Interdisciplinary Network for Group Research Conference (INGRoup'18)*.
6. **Pe-Than, E.P.P.**, Goh, D.H.-L., and Lee, C.S. (2017). "Does it matter how you play? The effects of collaboration and competition among players of human computation games." *Journal of the Association for Information Science and Technology*, 68 (8), 1823-1835. <https://doi.org/10.1002/asi.23863>
7. **Pe-Than, E.P.P.**, Goh, D. H.-L., and Lee, C.S. (2016). "Personality, motivations, and information quality: A comparative study across games for human computation." In *Proceedings of the Association for Information Science and Technology (ASIS&T'16)*, 53 (1), 1-10. <https://doi.org/10.1002/prs.2016.14505301049>
8. **Pe-Than, E.P.P.**, Goh, D.H.-L., and Lee, C.S. (2015). "A typology of human computation games: An analysis and a review of current games." *Behaviour and Information Technology*, 34 (8), 809-824. <https://doi.org/10.1080/0144929X.2013.862304>
9. **Pe-Than, E.P.P.**, Goh, D. H.-L., and Lee, C.S. (2015). "The effects of collaboration and competition on players' perceptions in human computation games." In *Proceedings of the 17th International Conference on Asia-Pacific Digital Libraries (ICADL'15)*, pp. 246-251, Springer International Publishing. [https://doi.org/10.1007/978-3-319-27974-9\\_25](https://doi.org/10.1007/978-3-319-27974-9_25)
10. **Pe-Than, E.P.P.**, Goh, D.H.-L., and Lee, C.S. (2014). "Making work fun: Investigating antecedents of perceived enjoyment in human computation games for information sharing." *Computers in Human Behavior*, 39 (2014), 88-99. <https://doi.org/10.1016/j.chb.2014.06.023>
11. **Pe-Than, E.P.P.**, Goh, D. H.-L., and Lee, C.S. (2012). "Enjoyment of a mobile information sharing game: Perspectives from needs satisfaction and information quality." In *Proceedings of 14th International Conference on Asia-Pacific Digital Libraries (ICADL'12)*, pp. 126-135, Springer Berlin Heidelberg. [https://doi.org/10.1007/978-3-642-34752-8\\_16](https://doi.org/10.1007/978-3-642-34752-8_16)

## Teaching

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*Nanyang Technological University, Singapore*

### Instructor

CI6221	Information Visualization (cross-listed, graduate)	2016-2017
CI6228	Managing Information Systems (graduate)	2015-2016
IN9008	Digital Social Games for Organizations (undergraduate)	2014-2015

### Teaching Assistant

CS2008	Fundamentals of Research (undergraduate)	2013-2014
IN9006	Social Computing and Applications (graduate)	2013-2014
CI6222	Mobile & Ubiquitous Applications (graduate)	2012-2013
CI6208	Research Methods and Data Analysis for Information Professionals (graduate)	2012-2013

*University of Computer Studies, Yangon*

### Tutor

Fundamentals of Data Structures (undergraduate)	2006-2007
Operating Systems (undergraduate)	2006-2007

## Professional Services

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### Reviewing

<b>2020</b>	iConference ECIS: European Conference on Information Systems iConference
<b>2019</b>	ACM CSCW: ACM Conference on Computer-Supported Cooperative Work ECIS: European Conference on Information Systems iConference
<b>2018</b>	ACM CHI: ACM Conference on Computer-Human Interaction ECIS: European Conference on Information Systems iConference
<b>2017</b>	ACM CHI: ACM Conference on Computer-Human Interaction Journal of Information Science Theory and Practice

**2016** Cyberpsychology, Behavior, and Social Networking  
Aslib Journal of Information Management

**2015** ECIS: European Conference on Information Systems

## **Organizing**

**2019** World of Code (WoC) hackathon, Carnegie Mellon University

**2018** Science Gateways Hackathon by the Science Gateways Community Institute (SGCI), PEARC18 Conference, Wyndham Grand Pittsburgh  
ACM Workshop on Hacking and Making at Time-Bounded Events: Current Trends and Next Steps in Research and Event Design, ACM CHI'18, Montreal, Canada

## **Volunteering**

**2016** Student Volunteer, The 66th Annual Conference of the International Communication Association (ICA)

**2011-2013** Student Assistant, Graduate Admission Exercise, Wee Kee Wee School of Communication and Information

**2011** Student Volunteer, International Conference on Social Informatics (SocInfo2011)

## **Professional Associations**

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ACM	Association for Computing Machinery
ACM SIGCHI	Special Interest Group on Computer–Human Interaction
ACM SIGSOFT	Special Interest Group on Software Engineering
ASIS&T	Association for Information Science & Technology