Ei Pa Pa Pe-Than

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Research Interests

My research aims to understand large-group collaboration in a networked digital environment. The collaborations that I have studied to date have taken place either:

- in open-text projects where people on the Web who may or may not be a part of the core authorship group co-produce text artifacts

- in events known as hackathons, datathons, etc. on GitHub, where teams of programmers or designers work on developing projects that they are interested in

Education

2017-present	Postdoctoral Researcher, Carnegie Mellon University, Pittsburgh, PA Advisor: James Herbsleb, Institute for Software Research, School of Computer Science Research: Large-group collaboration in a networked digital environment
2010-16	Ph.D. Information Science, Nanyang Technological University, Singapore 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
2008-09	M.Sc. Information Systems, Nanyang Technological University, Singapore
2001-05	B.Sc. (Honors) Computer Science, University of Computer Studies, Yangon, Myanmar

Employment Experience

2017-present	Postdoctoral Researcher, Carnegie Mellon University, Pittsburgh, PA Advisor: James Herbsleb, Institute for Software Research, School of Computer Science Research topic: Large-group collaboration in a networked digital environment
2015-16	Research Associate, Wee Kim Wee School of Communication and Information, Nanyang Technological University, Singapore
2015-16	Adjunct Lecturer, Wee Kim Wee School of Communication and Information, Nanyang Technological University, Singapore
2009-10	Application Consultant, NCS Pte. Ltd, Singapore
2005-07	Tutor, University of Computer Studies, Yangon, Myanmar

Honors and Awards

- NTU Research Scholarship, a full scholarship for four-year term of Ph.D., Nanyang Technological University, Singapore (2010-2014)

- 3K Grant for Research Student, Wee Kim Wee School of Communication and Information, Nanyang Technological University, Singapore, SGD 2,800 (2011-2014)

- Conference Travel Grant, Wee Kim Wee School of Communication and Information, Nanyang Technological University, Singapore, SGD 1,000 (2016)

Publications

Peer-Reviewed Journals

1. Pe-Than, E.P.P., Nolte, A., Filippova, A., Bird, C., Scallen, S., & Herbsleb, J.D. (2019). Designing Corporate Hackathons with a Purpose. *IEEE Software, 36*(1), 15-22.

2. Pe-Than, E.P.P., Goh, D.H.-L., & 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.

3. Goh, D.H.-L., Pe-Than, E.P.P., & Lee, C.S. (2017). Perceptions of Virtual Reward Systems in Crowdsourcing Games. *Computers in Human Behavior, 30*(2017), 365-374.

4. Pe-Than, E.P.P., Goh, D.H.-L., & 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.

5. Pe-Than, E.P.P., Goh, D.H.-L., & Lee, C.S. (2015). Why do people play human computation games? Effects of perceived enjoyment and perceived output quality. *Aslib Journal of Information Management, 67*(5), 592-612.

6. Pe-Than, E.P.P., Goh, D.H.-L., & 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.

Peer-Reviewed Conferences

7. Pe-Than, E.P.P. & 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. *Acceptance rate: 32% (43 of 133)*

8. Nolte, A., Pe-Than, E.P.P., Filippova, A., Bird, C., Scallen, S., & 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. *Acceptance rate: 27% (105 of 385)*

9. Pe-Than, E.P.P., Dabbish, L., & 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.

10. Pe-Than, E.P.P., Herbsleb, J.D., Nolte, A., Gerber, E., Fiore-Gartland, B., Chapman, B., Moser, A., & 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. *Acceptance rate: 37%*

11. Goh, D.H.-L., Pe-Than, E.P.P., Lee, C.S., & Chua, A.Y. (2017). Do games make a difference in the crowdsourcing of mobile content?. In *Proceedings of the Association for Information Science and Technology, 54*(1), pp. 119-127.

12. Pe-Than, E.P.P., Goh, D. H.-L., & 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.

13. Goh, D. H.-L., Pe-Than, E.P.P., & Lee, C.S. (2016). Games for crowdsourcing mobile content: An analysis of contribution patterns. In *Proceedings of the 16th ACM/IEEE-CS on Joint Conference on Digital Libraries (JCDL'16)*, pp. 249-250.

14. Pe-Than, E.P.P., Goh, D. H.-L., & 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.

15. Goh, D. H.-L., Pe-Than, E.P.P., & Lee, C.S. (2015). Investigating the antecedents of playing games for crowdsourcing location-based content. In *Proceedings of the 17th International Conference on Asia-Pacific Digital Libraries (ICADL'15)*, pp. 52-63, Springer International Publishing.

16. Goh, D. H.-L., Pe-Than, E.P.P., & Lee, C.S. (2015). An investigation of reward systems in human computation games. In *Proceedings of 17th International Conference on Human-Computer Interaction (HCII'15)*, pp. 596-607, Springer International Publishing.

17. Pe-Than, E.P.P., Goh, D. H.-L., & Lee, C.S. (2013). Playing human computation games for mobile information sharing: The influence of personality and perceived information quality. In *Proceedings of 15th International Conference on Asia-Pacific Digital Libraries (ICADL'13)*, pp. 147-156, Springer International Publishing.

18. Pe-Than, E.P.P., Goh, D. H.-L., & 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'13)*, pp. 126-135, Springer Berlin Heidelberg.

19. Pe-Than, E.P.P., Goh, D. H.-L., & Lee, C.S. (2012). A survey and typology of human computation games. In *Proceedings of 9th International Conference on Information Technology: New Generations (ITNG'12)*, pp. 720-725, IEEE.

Selected Other Papers

20. Pe-Than, E.P.P., Momcheva, I., Tollerud, E., & 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.

21. Pe-Than, E.P.P., Dabbish, L., & 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)*.

22. Powell, J., Hayden, L., Nolte, A., Herbsleb, J.D., Pe-Than, E.P.P., Wong, M., Kalyanam, R., Ellet, K., Pamidighantam, S., Traxler, K., & 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)*.

23. Pe-Than, E.P.P., & Nolte, A. (2018). The 2nd Workshop on Hacking and Making at Time-Bounded Events. *Technical Report CMU-ISR-18-109*, Carnegie Mellon University.

24. Pe-Than, E.P.P., Nolte, A., Filippova, A., Bird, C., Scallen, S., & 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)*.

Papers Under Review

25. Pe-Than, E.P.P., Nolte, A., Filippova, A., Bird, C., Scallen, S., & Herbsleb, J.D. Corporate Hackathons, How and Why? A Multiple Case Study of Motivation, Project Proposal and Selection, Goal Setting, Coordination, and Project Continuation.

26. Pe-Than, E.P.P., Dabbish, L., & Herbsleb, J.D. Collaborative Writing at Scale: Investigation of Pull-Based Model on GitHub.

Teaching Experience

{UG} Undergraduate, {G} Graduate level, {MTI} Mean teaching index, {AY} Academic year

Lecturing, Nanyang Technological University, Singapore

- CI6221: Information Visualization (G, MTI 80.83, AY 2016-17)
- CI6228: Managing Information Systems (G, MTI 88.54, AY 2015-16)
- IN9008: Digital Social Games for Organizations (UG, MTI 71.86, AY 2014-15)

Teaching Assistantship, Nanyang Technological University, Singapore

- CS2008: Fundamentals of Research (UG, MTI 86.66, AY 2013-14)
- IN9006: Social Computing and Applications (G, AY 2013-14)
- CI6222: Mobile & Ubiquitous Applications (G, AY 2012-13)

- CI6208: Research Methods and Data Analysis for Information Professionals (G, AY 2012-13)

Tutoring, University of Computer Studies, Yangon, Myanmar

- Fundamentals of Data Structures (UG, AY 2006-07)
- Operating Systems (UG, AY 2006-07)

Professional Activities

Peer-reviewing

- ACM Conference on Computer-Supported Cooperative Work (CSCW) 2019
- ACM Conference on Computer-Human Interaction (CHI) 2017, 2018
- iConference 2019, 2020
- European Conference on Information Systems (ECIS) 2012, 2015, 2019
- Annual Conference of the International Communication Association (ICA) 2017
- Journal of Information Science Theory and Practice 2017
- Cyberpsychology, Behavior, and Social Networking 2016
- Aslib Journal of Information Management 2016
- International Conference on Information Technology: New Generations (ITNG) 2012
- Frontiers of Education: Education Psychology 2020

Co-organizing

- 2018 SGCI Hackathon organized by the Science Gateways Community Institute (SGCI) and co-located with PEARC18, Wyndham Grand Pittsburgh 2018
- The 2nd Workshop on Hacking and Making at Time-Bounded Events: Current Trends and Next Steps in Research and Event Design, ACM CHI2018, Montreal, Canada 2018

Student volunteering

- WKWSCI Exhibition Booth and Nanyang Reception, the 66th Annual Conference of the International Communication Association (ICA), Japan 2016
- Graduate Admission Exercise, WKWSCI, NTU, Singapore, AY 2012-13, AY 2011-12
- A special session on Human Computation at the International Conference on Active Media Technology (AMT2013), Japan 2013
- International Conference on Social Informatics (SocInfo2011), Singapore 2011

Membership

- Association for Computing Machinery (ACM)
- Association for Information Science & Technology (ASIS&T)