Ei Pa Pa Pe-Than

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Research Interests

My research aims to understand large-group coordination in a distributed, decentralized world. The coordination 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 coordination in a distributed, decentralized world
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 (2010-14)

- 3K Grant for Research Student, Nanyang Technological University, Singapore, SGD 2,800 (2011-14)

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

Publications

More papers on my Google Scholar profile and my Research Gate profile

Peer-Reviewed Journals

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. [Under review]

2. Pe-Than, E.P.P., Dabbish, L., and Herbsleb, J.D. Collaborative Writing at Scale: Investigation of Pull-Based Model on GitHub. [Under review]

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

4. 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.

5. 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.

6. 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.

Peer-Reviewed Conferences

7. 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.

8. 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.

9. 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.

10. 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.

11. Goh, D.H.-L., Pe-Than, E.P.P., Lee, C.S., and 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., 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.

13. Goh, D. H.-L., Pe-Than, E.P.P., and 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., 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.

15. 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.

Selected Other Papers

16. 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.

17. 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)*.

18. 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)*.

19. 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.

20. 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)*.

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

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

- 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 CHI'18, 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)