

Ei Pa Pa Pe-Than

Ph.D. (Information Science)

Coordinates

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14/8 Ward, Shwe Pauk Kan
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Yangon, Myanmar.

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Education

2017–2020 Carnegie Mellon University, Pittsburgh, PA, USA.

Postdoctoral Research Fellow

Research topic and approach: Collaboration and coordination in time-bounded events (hackathons, datathons, etc.) for science, innovation, learning, and community building, and collaborative writing on GitHub.com. Empirical, case study research approach is used to address complex socio-technical questions through ethnography–interviews and observations, archival analysis–quantitative collection and analysis of logs and trace data with Python, SQL, and R, and a combination of all of these methods (mixed- methods) as relevant.

Advisor: James D. Herbsleb (Professor, School of Computer Science and Head, Software and Societal Systems Department (formerly Institute for Software Research), Carnegie Mellon University, USA.)

2010–2016 Nanyang Technological University (NTU), Singapore.

Ph.D. in Information Science

Dissertation: Investigating user-centered human computation games (Collaboration vs. Competition): The role of perceived enjoyment and its antecedents

Advisor: Dion Hoe-Lian Goh (Professor and Associate Chair (Graduate and Continuing Education), Wee Kim Wee School of Communication and Information, NTU, Singapore.)

Advisor: Chei Sian Lee (Associate Professor and Associate Chair (Faculty), Wee Kim Wee School of Communication and Information, NTU, Singapore.)

2008–2009 Nanyang Technological University, Singapore.

M.Sc. (Information Systems)

2001–2005 University of Computer Studies, Yangon, Myanmar.

B.C.Sc (Computer Science) (Hons.)

Employment Experience

2017–2020 **Institute for Software Research, School of Computer Science, Carnegie Mellon University, Pittsburgh, PA, USA.**

Postdoctoral Research Fellow

Research topic and approach: Collaboration and coordination in time-bounded events (hackathons, datathons, etc.) for science, innovation, learning, and community building,

and collaborative writing on GitHub.com. Case study research approach is used to address complex socio-technical questions through ethnography (interviews and observations), archival analysis—quantitative collection and analysis of logs and trace data with Python, SQL, and R, and a combination of all of these methods (mixed- methods) as relevant.

Advisor: James D. Herbsleb (Professor, School of Computer Science and Head, Software and Societal Systems Department, Carnegie Mellon University, USA.)

20102–2016 **Wee Kim Wee School of Communication and Information, Nanyang Technological University, Singapore.**

Research Associate (2015–2016)

Topic: Investigate the motivations, uses, and perceptions differences between game and non-game applications for music tagging preloaded on mobile devices and situated public displays

Advisor: Dion Hoe-Lian Goh (Professor and Associate Chair (Graduate and Continuing Education), Wee Kim Wee School of Communication and Information, NTU, Singapore.)

Adjunct Lecturer (2015–2016)

Teaching Assistant (2012–2014)

2009–2010 **NCS Pte Ltd (formerly National Computer Systems), Singapore.**

Applications Consultant

Project: Maintenance and enhancement of the Web-based outpatient administrative system developed with Microsoft .NET Framework and SQL server and deployed in a network of hospitals, speciality centers and polyclinics under Singapore Health Services (SingHealth)

2005–2007 **University of Computer Studies, Yangon, Myanmar.**

Tutor

Publications

Peer-Reviewed Journals

1. Pe-Than, E.P.P., Nolte, A., Filippova, A., Bird, C., Scallen, S., & Herbsleb, J.D. (2022). Corporate hackathons, how and why? A multiple case study of motivation, projects proposal and selection, goal setting, coordination, and outcomes. *Human–Computer Interaction*, 37, 281–313. <https://doi.org/10.1080/07370024.2020.1760869>
2. 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/10.1109/MS.2018.290110547> (Runner-up for the 2019 Best Paper Award by IEEE Software Publication Board)
3. Goh, D. H-L., Pe-Than, E. P. P., and Lee, C. S. (2017). Perceptions of virtual reward systems in crowdsourcing games. *Computers in Human Behavior*, 70, 365–374. <https://doi.org/10.1016/j.chb.2017.01.006>
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, 1823–1835. <https://doi.org/10.1002/asi.23863>

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 & Information Technology*, 34 (8), 809–824.
<https://doi.org/10.1080/0144929X.2013.862304>
6. Pe-Than, E.P.P., Goh, D.H-L, and Lee, C.S. (2014). Making work fun. *Computers in Human Behavior*, 39 (C), 88–99. <https://doi.org/10.1016/j.chb.2014.06.023>

Peer-Reviewed Conferences

7. Pe-Than, E.P.P., Dabbish, L., and Herbsleb, J.D. (2021). Open Collaborative Writing: Investigation of the Fork-and-Pull Model. In *Proceedings of the ACM on Human Computer Interaction*, 5 (CSCW1), Article 137 (April 2021), pp. 1–33. <https://doi.org/10.1145/3449211>
8. 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 2019. Lecture Notes in Computer Science*, vol 11420, pp. 27–37. Springer, Cham. https://doi.org/10.1007/978-3-030-15742-5_3
9. 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>
10. 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>
11. 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>
12. 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: *Chen, H.H., Chowdhury, G. (eds) The Outreach of Digital Libraries: A Globalized Resource Network. ICADL 2012. Lecture Notes in Computer Science*, vol 7634, pp 126–135. Springer, Berlin, Heidelberg.
https://doi.org/10.1007/978-3-642-34752-8_16

Technical Reports

13. 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>

Posters

14. 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 Future of Work, Human Computer Interaction Consortium (HCIC'19)*. <http://eipapa.github.io/files/HCIC-poster-2019.pdf>
15. 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. *Poster presented at the 7th ACM Conference on Collective Intelligence 2019 (CI'19)*. https://ci.acm.org/2019/assets/proceedings/CI_2019_paper_65.pdf;
<http://eipapa.github.io/files/CI-poster-2019.pdf>

16. Pe-Than, E.P.P., Momcheva, I., Tolleud, 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>
17. 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>
18. 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)*.

Selected Other Papers

19. Alexander Nolte, Ei Pa Pa Pe-Than, Abasi-amefon Obot Affia, Chalalai Chaihirunkarn, Anna Filippova, Arun Kalyanasundaram, Maria Angelica Medina Angarita, Erik Trainer, and James D. Herbsleb. (2020). How to organize a hackathon -- A planning kit. <https://doi.org/10.48550/arXiv.2008.08025> | <https://arxiv.org/abs/2008.08025v2>

Teaching

Instructor		Nanyang Technological University, Singapore.
2016	CI6221	Information Visualization (cross-listed, semester 1)
	CI6228	Managing Information Systems (graduate, semester 1)
2015	IN9008	Digital Social Games for Organizations (undergraduate, semester 2)
Teaching Assistant		Nanyang Technological University, Singapore.
2014	IN9006	Social Computing and Applications (graduate, semester 2)
2013	CS2008	Fundamentals of Research (undergraduate, semester 1)
2013	CI6208	Research Methods and Data Analysis for Professionals (graduate, semester 2)
2012	CI6222	Mobile & Ubiquitous Applications (graduate, semester 1)
Tutor		University of Computer Studies, Yangon, Myanmar.
2006-2007		Fundamentals of Data Structures (undergraduate)
		Operating Systems (undergraduate)

Professional Activities

Reviewer, ACM Conference on Computer-Human Interaction (CHI)
 Reviewer, ACM Conference on Computer-Supported Cooperative Work (CSCW)
 Reviewer, iConference
 Reviewer, European Conference on Information Systems (ECIS)
 Reviewer, International Conference on Asian Digital Libraries (ICADL)

Organizer, Internal hackathons with Hubble Space Telescope team at Space Telescope Science Institute (STScI), Baltimore, MA, USA (2018–2019)

Organizer, [World of Code \(WoC\) Hackathon](#), Carnegie Mellon University (2019)

Organizer, Science Gateways Hackathon by the Science Gateways Community Institute (SGCI),
collocated with PEARC18 Conference, Wyndham Grand Pittsburgh (2018)

Organizer, The 2nd Workshop on Hacking and Making at Time-Bounded Events: Current Trends and
Next Steps in Research and Event Design, ACM CHI'18 conference, Montreal, Canada (2018)

Student volunteer, The 66th Annual Conference of the International Communication Association
(ICA), Fukuoka, Japan (2016)

Student volunteer, Graduate Admission Exercise of Wee Kim Wee School of Communication and
Information (2011–2013)

Student volunteer, International Conference on Social Informatics (SocInfo) 2011

Student volunteer, CMU's School of Computer Science's 2020 Presidential Election's Voting Study
Committee

Member, Association for Computing Machinery

References

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Head, Software and Societal Systems Department

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School of Computer Science

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Software Engineering and Technology Cluster

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