# Emily M. McDonald

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***Objective:*** To be a user researcher in the context of innovative and transformational products and games.

## *Education*

**Masters of Human-Computer Interaction**
Carnegie Mellon University | August 2018-Present
Anticipated graduation: August 2019

**B.S. in Psychology, German minor**
Georgia Institute of Technology | August 2015 – May 2018

## *Relevant Coursework*

-User Centered Research and Evaluation
-Transformational Game Design Studio
-Interaction Design Studio
-Interactive Products
-Independent Study: Increasing Interpersonal Understanding in Virtual Reality using Biosignals
-Engineering Psychology
-Programmable User Interfaces

## *Significant Projects*

**User Acceptance of Automation in Vehicles** – Thesis

**Key Problem:** Drivers, even when shown evidence that driving with automation is safer than driving manually, do not trust or accept automation in vehicles.

Investigated driver attitudes regarding automation in vehicles, lead focus groups and interviews, and provided groundwork for future research, prototypes, and user tests

**Older Adult Preferences for Robot Care Providers** – Stuck, R. E., McDonald, E.M., Rogers, W.A.

**Key Problem**: Older adult populations are increasing, and there are not enough care providers for everyone in assisted living facilities. Robot care providers may be a useful method of supporting this population.

Designed a coding scheme to analyze interview data from older adults in assisted living about robotic care providers and provided findings to contribute to future robot care providers' designs

## *Experience*

**Georgia Tech Sonification Lab** Jan. 2017 – May 2018
*Research Assistant*
Ran participant sessions using driving simulation, eye tracking, and heart rate monitoring to improve the automated driving experience
Collected and analyzed quantitative and qualitative data with Excel, SPSS, and MAXQDA
Ran participant sessions using a virtual reality simulator to collect data to design an audio navigation system for people with visual impairments
Designed surveys and hosted participant opinion sessions to design auditory learning environments

**Georgia Tech Human Factors and Aging Lab** May 2016 – May 2017
*Research Assistant*
Assisted with research to investigate dimensions of trust between older adults and human and robot care providers
Conducted exploratory research to design an accessible "excergames" interface for older adults with mobility impairments
Assisted with user interviews for an app designed for older adults
Ran participant recruitment and database for the lab

## *Skills*

**Languages:** English, German

**Programming:** Python, HTML, CSS, Javascript

**Software:** MS Office, SPSS, MAXQDA, Qualtrics, SmartEye Pro, BioTrace, NADS MiniSim, Unity, Adobe Creative Cloud