

Makayla Muster

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Research Interests

Computer Science Education, Software Engineering Education,
Remote/Hybrid Learning, Remote/Hybrid Work

Education

Ph.D. Candidate in Computer Science August 2019 – Present

Clemson University Clemson, SC

Dissertation: “Learning Through Online Participation: From Breakout Rooms
to Discord”

Advisor: [Dr. Paige Rodeghero](#)

Committee: Drs. [D. Matthew Boyer](#), [Julian Brinkley](#), & [Kelly Caine](#)

Graduate Certificate, Engineering and Science Education December 2022

Clemson University Clemson, SC

M.S. in Computer Science May 2021

Clemson University Clemson, SC

B.S. Honors in Computer Science, Digital Arts concentration May 2019

University of North Carolina Wilmington Wilmington, NC

Magna Cum Laude GPA: 3.886

Thesis: “Conforming Realistic, Procedural Tree Models to User-Drawn Shapes”

Advisor: [Dr. Brittany Morago](#) Committee: Drs. [Toni Pence](#) & [Russell Herman](#)

Research Experience

Research Assistant, HFSE Lab May 2020 – Present

Advisor: [Dr. Paige Rodeghero](#) Clemson University

Studying how communication tools prepare collegiate software engineering
students for roles in industry.

Researcher, EdASE Coding Camp for Autism January 2021 – Present

EdASE Directors: Drs. [Paige Rodeghero](#), [Andrew Begel](#), & [D. Matthew Boyer](#)

Examining how computer coding camps for autism impact students’ self-
efficacy and communication skills.

Research Assistant, Visual Computing Lab August 2019 – May 2020

Advisor: [Dr. Daljit Singh Dhillon](#) Clemson University

Developed code to model reaction-diffusion systems over arbitrary meshes.

Teaching Experience

Graduate Teaching Assistant

August 2019 – May 2023

School of Computing

Clemson University

CPSC 4910/4911: Seminar in Professional Issues II

2021 – 2023

Conducted lab lectures, provided aid, and was scrum master for multiple sections of student software engineering teams.

Spring 2021: 87 undergraduate students (4 sections)

Fall 2021: 60 undergraduate students (3 sections)

Spring 2022: 72 undergraduate students (3 sections)

Fall 2022 [Lead GTA]: 77 undergraduate students (3 sections)

Spring 2023 [Lead GTA]: 94 undergraduate students (6 sections)

CPSC 9500: Graduate Seminar

2023

Conducted speaker searches, developed course materials, and organized/lead seminar sessions for a departmental, graduate-level seminar course.

Spring 2023: 6 graduate students

CPSC 1010/1011: Computer Science I

2019, 2020

Conducted lab lectures, provided aid and office hours, and graded weekly introductory programming assignments for 3 sections of students.

Fall 2019: 65 undergraduate students (3 sections)

Fall 2020: 55 undergraduate students (3 sections)

Instructor, EdASE Coding Camp for Autism

2021, 2022, 2023

EdASE Directors: Drs. [Paige Rodeghero](#), [Andrew Begel](#), & [D. Matthew Boyer](#)

Developed 2D game development course content and activities involving pixel art and videogame narratives.

Helped lead camp instruction and developed content for multiple days of camp.

Liaison between parents and instructors for the 2022 camp.

Summer 2021: 14 campers

Summer 2022: 15 campers

Summer 2023: 20 campers

Instructor, Engineering Expectations

June 2018 – August 2019

Summer & Weekend Camps

University of North Carolina Wilmington

Taught children how to code in HTML/CSS, Python, Java, and Scratch in several week-long and weekend computer science camps.

approx. 20 campers/camp

Publications

Journal Articles

2023

J.1

***Moster, M.**, *Kokinda, E., Rodeghero, P., McNeese, N. “Both Sides of the Story: Changing the “Pre-existing Culture of Dread” Surrounding Student Teamwork in Breakout Rooms”, in Proc. of the ACM on Human Computer Interaction, 7, [CSCW1](#), Article 30 (April 2023), 33 pages.

* denotes co-first authorship

Peer-Reviewed
Conference Papers

- 2024 C.10 Kokinda, E., **Moster, M.**, Rodeghero, P., Boyer, D. M. “Informal Learning Opportunities - Neurodiversity, Self-Efficacy, and Motivation for Programming Interest”, **to be presented** at the 16th International Conference on Computer Supported Education ([CSEDU '24](#)), Angers, France, May 2-4, 2024.
- C.9 **Moster, M.**, Boyer, D. M., Rodeghero, P. (2024, June), “WIP: Exploring how an Unofficial Discord Server Supports Undergraduate Learning in Computer Science”, **to be presented** at 2024 ASEE Annual Conference & Exposition, Portland, Oregon.
- C.8 Kokinda, E., **Moster, M.**, Rodeghero, P., Boyer, D. M. (2024, June), “Compiling Resilience: A Study on First-Generation Women Pursuing Computing Degrees”, **to be presented** at 2024 ASEE Annual Conference & Exposition, Portland, Oregon.
- C.7 **Moster, M.**, Kokinda, E., Boyer, D. M., Rodeghero, P. “Experiences with Summer Camp Communication via Discord”, in Proc. of the 46th IEEE/ACM International Conference on Software Engineering - Software Engineering Education and Training Track ([ICSE SEET '24](#)), Lisbon, Portugal, April 14-20, 2024.
- 2023 C.6 Kokinda, E., **Moster, M.**, Dominic, J., Rodeghero, P. “Under the Bridge: Trolling and the Challenges of Recruiting Software Developers for Empirical Research Studies”, in Proc. of the 45th IEEE/ACM International Conference on Software Engineering - New Ideas and Emerging Results Track ([ICSE NIER '23](#)), Melbourne, Australia, May 17-19, 2023.
- 2022 C.5 **Moster, M.**, Chandra, A., Chu, C., Liu, W., Rodeghero, P. “In the Zone: An Analysis of the Music Practices of Remote Software Developers”, in Proc. of the 2022 ACM/IEEE International Symposium on Empirical Software Engineering and Measurement ([ESEM '22](#)), Helsinki, Finland, September 19-23, 2022.
- C.4 **Moster, M.**, Kokinda, E., Re, M., Dominic, J., Lehmann, J., Begel, A., Rodeghero, P. ““Can You Help Me?” An Experience Report of Teamwork in a Game Coding Camp for Autistic High School Students”, in Proc. of the 44th IEEE/ACM International Conference on Software Engineering - Software Engineering Education and Training Track ([ICSE SEET '22](#)), Pittsburgh, PA, USA, May 21-29, 2022.

- 2021
- C.3 **Moster, M.**, Ford, D., Rodeghero, P. “Is My Mic On?’ Preparing SE Students for Collaborative Remote Work and Hybrid Team Communication”, in Proc. of the 43rd IEEE/ACM International Conference on Software Engineering - Joint Software Engineering and Education Track ([ICSE JSEET ‘21](#)), Madrid, Spain, May 23-29, 2021.
- C.2 Huff Jr, E. W., Boateng, K., **Moster, M.**, Rodeghero, P., Brinkley, J. “Exploring the Perspectives of Teachers of the Visually Impaired Regarding Accessible K12 Computing Education”, in Proc. of the 51st Technical Symposium on Computer Science Education ([SIGCSE ‘21](#)), Toronto, Canada, March 13-20, 2021.
- 2020
- C.1 Huff Jr, E. W., Boateng, K., **Moster, M.**, Rodeghero, P., Brinkley, J. “Examining the Work Experience of Programmers with Visual Impairments”, in Proc. of the 36th International Conference on Software Maintenance and Evolution - New Ideas and Emerging Results Track ([ICSME NIER ‘20](#)), Adelaide, Australia, Sept. 27-Oct. 3, 2020.

Symposia and Workshop Papers

- 2022
- SW.2 **Moster, M.** “Investigating Communication Tools in SE Capstone Courses”, in Proc. of the 2022 ACM Conference on International Computing Education Research V.2 ([ICER ‘22](#)), Lugano and Virtual Event, Switzerland, August 7–11, 2022.
- SW.1 **Moster, M.**, Begel, A., Boyer, D. M., Rodeghero, P. “A Longitudinal Study Exploring Autistic High Schoolers’ Interests in CS”, 4th Annual Autism at Work Research Workshop ([AAWRW ‘22](#)), Virtual, May 16-18, 2022.

Professional Memberships	Member, ACM	2023 – Present
	Member, IEEE	2021 – Present
	Member, Upsilon Pi Epsilon	2018 – Present

Honors and Awards	Exceptionally Engaging Letters award (Letters for a Prescientist)	2021
	Graduate Student Travel Grant (Clemson University GSG)	2020
	Robert M. Geist III Fellowship in Computing (Clemson University)	2019
	Dean’s List (8 semesters, UNCW)	2015 – 2019

Service and Outreach	Judge	Clemson Tigertown Throwdown Robotics Competition
		Clemson University February 4, 2023

President	School of Computing Graduate Student Association
	Clemson University August 2022 – Present
SoCGSA is a student organization that represents and holds events for computing graduate students in CS, HCC, DPA, and BDSI.	

Conducted administrative duties, organization of events, and task delegation.

Invited Panelist New Graduate Student & Postdoc Teaching Conference
Clemson University August 2022

Student Volunteer [Carolinas Women In Computing Conference 2022](#)
University of North Carolina Wilmington April 2022

Hackathon Participant [CUhackit 2022](#)
Clemson University January 29-30, 2022

Student Volunteer [FormaliSE at ICSE 2021](#)
Madrid, Spain (Virtual) May 2021

Program Committee Member & Website Chair [SEmotion 2021](#)
Madrid, Spain (Virtual) May 2021
Deployed, edited, and kept website up-to-date before and during conference period.

Pen Pal, [Letters to a Prescientist Program](#) August 2020 – May 2023
Corresponded through letters with an elementary school student each school year who is interested in learning more about STEM careers.
Received an **award for Exceptionally Engaging Letters** for the 2020-2021 school year.

President Upsilon Pi Epsilon
University of North Carolina Wilmington August 2018 – May 2019

Skills

Research Methods

Survey, Survey Design, Interview, Interview Design, Qualitative Analysis, Quantitative Analysis, Grounded Theory

Programming Languages

Python, C++, C, \LaTeX , HTML/CSS

Tools

OpenGL, Maya, Git, GitHub, Adobe Photoshop, Adobe Illustrator, Adobe XD, MAXQDA, Azure DevOps, Qualtrics, Taguette