William Martin

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Research Interests

Player experience, games and learning, human-computer interaction, learning sciences, educational technology, web development

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Education

Georgia Institute of Technology / B.S. Psychology, Minor: Computer Science
August 2015 - December 2019

Awards: First place, undergraduate psychology research showcase for Educational Applications of Virtual Reality. Dean's List.

Activities: GT League of Legends, Video Game Dev Club, Psychology Club, Library Advisory Board, Glee Club, Campus Housing Resident Assistant

Favorite Classes: Mixed Reality Design, Educational Technology, Computational Media, Psychology of Creativity and Art, Psychological Research Methods, User Interface Design

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Professional Experience

Cartoon Network Games / Quality Assurance Co-Op
January 2017 - December 2017, Supervisor: Mr. Jared Collins

Conducted and led usability testing for Cartoon Network Digital products and games; performed QA testing; contributed to production meetings and brainstorms; launched first major CN Games title on console, *Steven Universe: Save the Light.*

Research Experience

Expressive Machinery Lab / Undergraduate Research Assistant
May 2018 - Present, Advisor: Dr. Brian Magerko

TuneTable: Currently researching how families interact and learn with TuneTable, an interactive table for museums that employs physical block-based programming to make collaborative music and teach basic computing concepts.

- *Submitted to CHI:* Understanding Embodied Co-creative Experiences in Informal Learning Environments. Duri Long, Tom McKlin, Emily Bryans, Anna Weisling, **William Martin**, Hannah Guthrie, SM Astrid Bin, Brian Magerko.

Digital Integrative Liberal Arts Center / Undergraduate Research Assistant
August 2017 - January 2018, Advisor: Dr. Janet Murray

Game of Thrones Story Structure Project: Developed a web-based information visualization tool in collaboration with digital humanities faculty to visualize complex narrative sequencing.

Vertically Integrated Projects / Undergraduate Research Assistant
August 2016 - January 2017; January 2018 - May 2018

Academic Resilience: Conducted campus wide surveys and interviews on why students drop classes. Examined problematic instructor and content trends.

STEMcomm: Researched how to teach key scientific and technological concepts in informal settings; webmaster and technical writer.

Skills

Research: SPSS, User Research Methods, Quantitative and Qualitative Research, Statistics

Development: JavaScript, HTML, CSS, Java, Git

Production: Jira