

Summary_

- I am a learning engineer with 18 years of experience.
- I have built analytics using machine learning to measure student motivations and learning using log data
- I have designed, built, and evaluated instructional technology with experimental and causal statistical methods

Education

Ph.D. in Computer Science, Carnegie Mellon University Pittsburgh, PA expected-2021 M. of Ed Tech and Applied Learning Sciences, Carnegie Mellon University Pittsburgh, PA 2015 **B.S. in Electrical Engineering**, Georgia Institute of Technology Atlanta, GA, USA 2007

Skills_

Learner Modeling Engagement Modeling, Psychometrics, Cognitive Modeling, Collaborative Learning **Learning Design** Adaptive Learning, Domain Model Refinement, E-Learning Design, Instructional Design **Research Methods** Computational Modeling, Behavioral Experiments, Design-based Research, Quantitative Ethnography Statistical Methods Regression, Causal Estimation, Bayesian Inference, Multi-level Models, Mixture Models, Ensemble Methods Programming Technologies AWS, Spark, Docker, Kubernetes, Git CI/CD, Node, NGINX, MySQL, MongoDB, Linux Programming Languages Python, R, Stata, SQL, Javascript (ES6), HTML5, CSS3, Java, C, Objective C Software Libraries Pandas, Numpy, Scipy, Sklearn, SimPy, RabbitMQ, plot.ly, bokeh, PyMongo, Flask, LME4, Angular 2, React, Meteor

Relevant Projects

Discovery of Item-based Measures of Student Motivation (Dissertation),	2020-
 Develop method for automatically identifying behavioral indicators of motivational constructs 	2021
Demonstrate ability to differentiate confounding motivational factors from log data	2021
Live Measurement of Student Motivations,	
• Demonstrated how characteristics of when particular student behaviors occur can be leveraged as indicators of latent student motivations	2015-
 Showed utility of task-switching and ego-depletion theory to predict trends in when learners partially/fully disengage 	2020
 Improved reliability of student diligence estimation using social information embedded in log data 	2020
 Adapted psychometric behavioral task measures to context of tutor log data 	
Personalizing Learning through Motivation and Cognition Support,	2018-
 Conducted focus groups identifying social and resource constraints that interfered with dashboard use as originally design 	2020
Improved analytics to differentiate low-engagement high-performers	2020
Sharesight: Re-designing Soft-skills education for First-line Managers,	
 Used UX research methods to identify and validate learners desire for more detailed examples of course principles in action 	2015
Iterated 4 prototypes to explore viability of crowd-sourced learning content	
Leveraging Socio-Cultural Intelligence in Mobile Decision Support Systems for Warfighters,	2008-
 Lead Architect for Service-oriented architecture for on-demand soft-power support for warfighters 	
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Work Experience

• Led 4 geographically distributed teams development teams

PhD Student Researcher, Carnegie Mellon - LearnLab, Educational Data Mining and learner modeling Pittsburgh, PA 2015-Pres Research Programmer, Carnegie Mellon - Protolab, Crowd-sourcing Creativity Pittsburgh, PA 2013-2015 Research Programmer, University of Maryland - Inst. Adv. Computer Studies, Large Scale Image Understanding College Park, MD 2012-2013 Lead Software Engineer, Lockheed Martin - Internal R&D, mobile prototyping for military intelligence solutions Gaithersburgh, MD 2007-2011 Robotics Instructor, University of New Orleans - Summer Scholars Program, Taught HS Students Intro to Robotics New Orleans, LA 2004-2005 Robotics Instructor, GT RoboJackets - FIRST Robotics, Developed and taught after-school robotics course Atlanta, GA 2004-2007

Selected Publications

- [4] Steven **Dang** and Ken Koedinger. The ebb and flow of student engagement: Measuring motivation through temporal pattern of self-regulation. In *Proceed*ings of The 13th International Conference on Educational Data Mining, pages 61–68. EDM2020, 2020
- [3] Steven **Dang** and Ken Koedinger. Opportunities for human-ai collaborative tools to advance development of motivation analytics. In Workshop on Learning Analytic Services to Support Personalized Learning Assessment at Scale at The 10th International Conference on Learning Analytics Knowledge. LAK2020,
- [2] Steven Dang and Ken Koedinger. Exploring the link between motivations and gaming. In Proceedings of The 12th International Conference on Educational Data Mining, pages 276-281. EDM2019, 2019
- [1] Steven Dang and Ken Koedinger. Detecting diligence with online behaviors on intelligent tutoring systems. In Proceedings of the Fourth ACM Conference on Learning @ Scale, pages 51-59. LS2017, 2017