

Keenan R. May

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Accomplishments

- *Helped interface designers support safe behaviors in everyday dual-task scenarios such as cycling and driving* by planning, conducting/overseeing and authoring 5 conference papers and 1 journal article (2 articles under review).
- *Improved student engagement and knowledge outcomes in the Georgia Tech HCI program* by developing and administering lecture and lab content for HCI research methods course.
- *Helped increase the safety of wearable computing devices* by creating a research protocol for measuring auditory Situation Awareness in dynamic environments. Created simulated auditory environment in Python, constructed physical apparatus, and developed participant testing procedure based on literature and existing methods.

Education

Ph.D.	Expected 2018	Georgia Institute of Technology	Engineering Psychology
M.S.	Expected 2017	Georgia Institute of Technology	Engineering Psychology
M.S.	2012-2014	Georgia Institute of Technology	Human-Computer Interaction
B.A.	2008-2012	Rice University	Cognitive Sciences

Work Experience

PhD Student, Sonification Lab

August 2014 – Present

Georgia Institute of Technology, Atlanta, GA

Led and conducted research in a variety of areas centering around supporting multi-tasking using audio.

Projects include:

- Analysis of the effects of bone conduction audio devices and spatialized audio on cyclists and pedestrians (ongoing).
- Evaluation of in-vehicle audio-based gesture interfaces for driver safety.
 - Conducted and oversaw a course of research into the use of auditory surface and air gestures in the vehicle. Methods included participatory design, eye-tracking, workload measurement, and driving simulation.

Teaching Assistant, HCI Research Methods

August 2014 – Present

Georgia Institute of Technology, Atlanta GA

Developed course content, taught classes, developed, taught and oversaw lab activities in various HCI research methods such as interviews, surveys, statistics, experimental design, participatory design, and usability testing.

Usability Researcher, AT&T

June 2013 – November 2013

AT&T Customer Insight, Usability & Accessibility, Atlanta, GA

Improved customer experience with AT&T desktop and mobile sites as reflected by Nielsen ratings by conducting usability tests, heuristic reviews and contextual inquiries.

Areas of Expertise

Experimental Psychology

- Research Design
- Data Analysis in SPSS and Python
- Cognitive Psychology
- Situation Awareness
- Human Factors
- Eye-Tracking
- Cognitive Workload
- Simulator Research

HCI Research Methods

- Qualitative analysis methods: Grounded Theory, Mind Mapping
- Analytic methods: Heuristic review, Task Analysis/CTA, Cognitive Walkthrough, etc.
- Usability Testing
- Interviewing and ethnography
- Contextual Inquiry
- Survey Design
- Project Management

User Experience Design

- User-Centered Design
- Universal Design & Accessibility
- Film and image editing in Adobe Creative Suite
- Sound Editing
- Participatory Design
- Interactive prototyping in Python
- Physical Prototyping
- Nontraditional Interfaces