

Cyber Anthropology & Using Anthropology to Improve Technology Technology to Enhance Anthropology

What I do

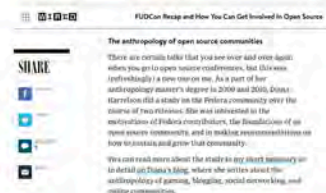
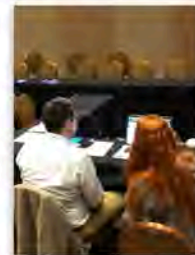
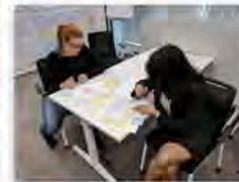
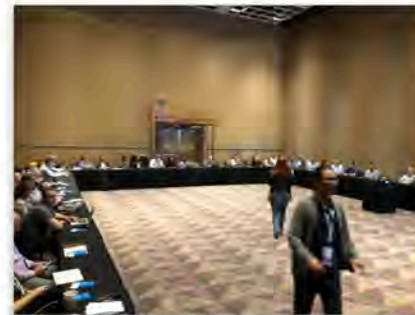
I work with Fortune 500 technology companies to improve the experience of their products & services for business-to-business users and their consumer markets. Additionally, I teach design research methods to aspiring designers at UTD.

How I do it

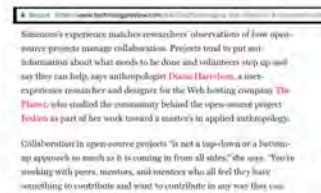
I conduct generative and evaluative research both in-person and virtually using anthropological methods such as ethnography, participant observation, interviews, journal/photo studies, surveys, & more.

Why I do it

Considering how much technology has an impact on our lives, I believe users deserve a seat at the table with product management, engineering, architecture, development, and design. I use research to give a voice to the user and advocate for them throughout the entire development process. My degrees give me the ability to do this with the rigor and authority necessary to be taken seriously in this environment.



Wired:
<https://www.wired.com/2011/02/fudcon-recap-and-how-you-can-get-involved-in-open-source>



MIT Technological Review:
<https://www.technologyreview.com/s/423461/managing-the-chaos-of-a-thousand-voices/>

Technology

I utilize several computer-mediated methods to enhance anthropology such as web conferencing to conduct virtual interviews, virtual whiteboards for collaboration, and participant observation in online communities of practice including gaming & open-source development.

Career Path

Graphic Artist > Developer >
Information Architect >
User Interface Engineer >
User Experience Designer >
User Experience Researcher >
Blockchain Design Consultant

Education

B.A. General Studies - UNT
(Anthropology, Philosophy, Psychology)
M.S. Applied Anthropology - UNT
(Business & Design)
Ph.D. Interdisciplinary Information
Science - UNT
(Social Informatics & Human-Computer
Interaction)