Thitaree (Mint) Tanprasert

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human-centered design, online learning, AI for education, music technology

Work Experience

Postdoctoral Research Fellow *Brisbane, Australia*
SCHOOL OF ELECTRICAL ENGINEERING AND COMPUTER SCIENCE, UNIVERSITY OF QUEENSLAND *October 2025 - Current*
- **Research:** Lead research projects related to AI-assisted decision making and de-skilling in knowledge workers.
- **Teaching and supervising:** Teaching at least one course per year and supervising undergraduate students' theses.

Instructor *Vancouver, Canada*
DEPARTMENT OF COMPUTER SCIENCE, UNIVERSITY OF BRITISH COLUMBIA *September 2023 - April 2025*
- **Course:** CPSC 344 - Introduction to HCI Methods (2023 Fall semester)
- I organized class contents, facilitated a student-centered, active learning classroom, and supervised teaching assistants in running workshops.

Teaching Assistant *Vancouver, Canada*
DEPARTMENT OF COMPUTER SCIENCE, UNIVERSITY OF BRITISH COLUMBIA *January 2021 - May 2023*
- **Course:** Advanced Methods for Human Computer Interaction (2021-2023 Spring semesters)
- I ran student's workshop activities, supervised student's course projects, and graded student's assignments and exams.

Education

University of British Columbia *Vancouver, BC, Canada*
PhD (COMPUTER SCIENCE) *Sep. 2019 - May 2025*
- Supervised by Professor Dongwook Yoon
- Trainee of Designing for People Research Cluster

Harvey Mudd College *Claremont, CA, USA*
B.S. (COMPUTER SCIENCE AND MATHEMATICS) *Sep. 2015 - May. 2019*
- GPA 3.82/4.00 (graduated with High Distinction)
- Recipient of So International Scholarship for 4 years (from academic year 2015-2016 to academic year 2018-2019.)
- Recipient of John Greever Clinic Prize for Outstanding Mathematics Clinic Individual in 2019

Selected Projects/Publications

Debate Chatbots to Facilitate Critical Thinking on YouTube: Social Identity and Conversational Style Make A Difference *Vancouver, BC, Canada*
PUBLISHED: ACM CHI CONFERENCE ON HUMAN FACTORS IN COMPUTING SYSTEMS, CHI 2024 (BEST PAPER AWARD) *September, 2022 - September, 2023*
- **Problem:** This paper proposes using large-language model (LLM) to implement a debate partner to mitigate algorithm-induced filter bubble problem in social media and focuses on designing the personas and behaviors of the agent.
- I conducted literature review, designed and implemented the prototype, and conducted the evaluative study.

Scripted Vicarious Dialogues: Educational Video Augmentation Method for Increasing Isolated Students' Engagement *Vancouver, BC, Canada*
PUBLISHED: ACM CHI CONFERENCE ON HUMAN FACTORS IN COMPUTING SYSTEMS, CHI 2023 *June, 2021 - September, 2022*
- **Problem:** This paper proposes embedding scripted interactions of virtual characters into lecture videos to increase the learner's engagement and learning gain via vicarious learning.
- I conducted formative study, derived design guidelines, designed the prototype, and conducted the evaluative study

Using cell phone pictures of sheet music to retrieve MIDI passages *Claremont, CA, USA*
PUBLISHED: IEEE TRANSACTIONS ON MULTIMEDIA, VOLUME: 22, ISSUE: 12, DEC. 2020. *May, 2018 - Oct, 2018*
- **Problem:** This project aims to synchronize scanned sheet music to a MIDI performance of the same piece, using deep learning.
- I created dataset, implemented the baseline system, and ran experiments to improve the proposed system.

AR Music Visualizers: Application Space and Design Guidelines *Vancouver, BC, Canada*
PUBLISHED (EXTENDED ABSTRACT): ACM CHI CONFERENCE ON HUMAN FACTORS IN COMPUTING SYSTEMS, CHI 2022. *Jan. 2021 - Apr. 2021*
- **Problem:** This project investigates the applications and potential benefits of augmented-reality (AR) music visualizers and develop guidelines for designing such applications.
- I interviewed expert developers and researchers in the field and performed qualitative analysis to derive the findings.