

Aaron Bauer

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Research Interests

Problem-solving, educational data mining, educational technology, computer science education

Education

University of Washington , Ph.D., Computer Science Advisor: Zoran Popović	ongoing
University of Washington , M.Sc., Computer Science Advisor: Zoran Popović	2013
Williams College , B.A., Computer Science	2011

Employment

University of Washington Research Assistant Predoctoral Instructor Teaching Assistant	Seattle, WA 2012–present 2014, 2016 2011
Enlearn Summer Research Intern	Seattle, WA 2017
Summer Science Program, Inc. Adjuct Programming Instructor Teaching Assistant	Socorro, NM 2014–present 2011–2012
Microsoft Software Development Engineer in Test intern	Redmond, WA 2013
Williams College Research Assistant	Williamstown, MA 2008–2011
Lunar and Planetary Institute Summer Research Intern	Houston, TX 2010
Wenatchee Forestry Sciences Laboratory Summer Intern	Wenatchee, WA 2008

Publications

Refereed Conference Papers

- [1] **Aaron Bauer**, Jeff Flatten, and Zoran Popović. Analysis of problem-solving behavior in open-ended scientific-discovery game challenges. In *Conference on Educational Data Mining (EDM)*. 2017.
- [2] **Aaron Bauer**, Eric Butler, and Zoran Popović. Dragon Architect: Open Design Problems for Guided Learning in a Creative Computational Thinking Sandbox Game. In *Conference on the Foundations of Digital Games (FDG)*. 2017.
- [3] **Aaron Bauer**, Seth Cooper, and Zoran Popović. Automatic Redesign of Local Playspace Properties. In *Conference on the Foundations of Digital Games (FDG)*. 2013.
- [4] **Aaron Bauer** and Zoran Popović. RRT-based game level analysis, visualization, and visual refinement. In *Conference on Artificial Intelligence and Interactive Digital Entertainment (AIIDE)*. 2012.

Workshop Papers

- [1] **Aaron Bauer**, Eric Butler, and Zoran Popović. Approaches for Teaching Computational Thinking Strategies in an Educational Game: A Position Paper. In *Blocks and Beyond workshop at the IEEE Symposium on Visual Languages and Human-Centric Computing (VL/HCC)*. 2015.

Teaching

Instructor

<i>CSE374: Intermediate Programming Concepts & Tools</i> (Undergraduate, U. of Washington)	Winter 2016
<i>Introductory Scientific Computation in Python</i> (High school, Summer Science Program)	Summer 2014–2017
<i>CSE373: Data Structures & Algorithms</i> (Undergraduate, University of Washington)	Winter 2014

Teaching Assistant

<i>Summer Science Program</i> (High school)	Summer 2011, 2012
<i>CSE333: Systems Programming</i> (Undergraduate, University of Washington)	Fall 2011
<i>CSCI 107: Creating Games</i> (Undergraduate, Williams College)	Spring 2011