

## Lee Cheatley, PhD

### User Researcher

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### Education

#### PhD, Human-Computer Interaction

University of Dundee, UK  
2016 – 2020

#### MSc, Information

#### Technology

University of Aberdeen, UK  
2015 – 2016

#### MA, Archaeology & History

University of Aberdeen, UK  
2012 - 2015

### Skills

#### Research:

Affinity mapping  
Content analysis  
Contextual inquiry  
Cognitive load testing  
Card sorting  
Data visualization  
Diary studies  
Focus groups  
Heuristic evaluations  
In-depth interviews  
Observational studies  
Participatory design  
Qualitative Studies  
Quantitative Studies  
Statistical Analysis  
Surveys  
Thematic analysis  
Usability testing  
User testing  
Workshops

#### Design:

Adobe suite  
Information architecture  
Rapid prototyping  
Personas  
Storyboarding  
User journeys  
Wire-framing

## Experience

### University of Dundee

**Human-computer interaction researcher (PhD)**, 2016 – 2020

Investigated the design and use of computationally creative systems to support bereaved people.

- **Research design and implementation:** Selected best methods to answer research questions in appropriate timelines.
- **Exploratory research:** Conducted an extensive literature review to provide a solid base to build from. Conducted a series of interview studies to explore stakeholder receptiveness (end user and expert).
- **Evaluative research:** Conducted a series of user evaluation studies of a web app through an online survey, and an iOS app using interviews and psychological scales.
- **Communicate findings:** Presented and published papers at the leading computational creativity conference, with more submitted to academic journals.
- **Industry Collaboration:** Connected with industry contacts at conferences to collaborate on live UX studies for a California based AI start-up.

### University of Aberdeen

**User Researcher & Lead Developer**, 2016 – 2016

Developed a web app for a client intended to help students determine whether they should go to university, and what courses may be best suited.

- **Agile development:** Liaised with client to elicit requirements from which a series of working iterations of the system were built and improved on based on client feedback, and feedback from end-users.

## Recent Publications

Cheatley, L., Ackerman, M., Pease, A., Moncur, W. 2020. Therapeutic Computational Creativity. 11th International Conference on Computational Creativity, Coimbra, Portugal.

Cheatley, L., Moncur, W., Pease, A. 2019. Opportunities for Computational Creativity in a Therapeutic Context. 10th International Conference on Computational Creativity, UNC Charlotte, North Carolina, USA.