ASHLEY LYNNE ANDERSON

1/2026

Assistant Professor of Graphic Design
Virginia Tech | alander@vt.edu

EDUCATION

2026 *(Expected)* **Ph.D. in Design Candidate, North Carolina State University**
Dissertation Research - Mediated Rescripting: A Novel Stereotype Threat Intervention for Black Undergraduate Students in STEM; Committee: Matthew Peterson, Helen Armstrong, Christy Byrd, Cameron Denson, Kelly-Lynn Mulvey

2020 **Master of Graphic Design, North Carolina State University** *(Terminal degree recognized by NASAD)*
Final Project - Working with Imagery: Mediating Image Rescripting for Anxiety with Multimodal Digital Storytelling; Committee: Matthew Peterson, Denise Gonzales Crisp, Derek Ham

2015 **Bachelor of Arts in Journalism & Mass Communication, University of North Carolina at Chapel Hill**
Specialization in Editing and Graphic Design

RESEARCH + TEACHING EXPERIENCE

2024-present **Assistant Professor of Graphic Design, School of Visual Arts, Virginia Tech**

2024 & 2025 **Summer Research Scholar, Laboratory for Analytic Sciences, NC State University**

Contributed as a student (Year 1) and faculty researcher (Year 2) on AI/ML projects supporting intelligence analysts, focusing on memory in AI summaries, interface design needs, and trust in AI augmented systems.

2021-2024 **Graduate Research Assistant, Department of Graphic & Experience Design, NC State University**

2024 Matthew Peterson (PI) and Helen Armstrong, "Developing Visual Conventions for Explainable LLM Outputs in Intelligence Analysis Summaries," a project with the Laboratory for Analytic Sciences, funded by the National Security Agency, $208,971.

2023 Helen Armstrong (PI) and Matthew Peterson, "Discovering Design Innovations for the Promotion of Insights by Intelligence Analysts," a project with the Laboratory for Analytic Sciences, funded by the National Security Agency, $203,776.

2021-2022 **Graduate Research Assistant, Design Lab for K-12 Education, NC State University**

Developed a repository of lesson plans and resources for use in both internal and external Design Lab programming, ensuring consistency with industry competencies and pedagogical approaches practiced within the College of Design at NC State.

Assistant Professor of Graphic Design, College of Architecture, Arts & Design, Virginia Tech

Fall 2025 ART 3575: Introduction to Graphic Design I

ART 1204: Principles of 2D Art and Design

Spring 2025 ART 3574/4504: Designing Memory, Artifacts of the Everyday

ART 3666: Intermediate Graphic Design II

Fall 2024 ART 3575: Introduction to Graphic Design I

Instructor of Record, Department of Graphic & Experience Design, NC State University

Fall 2022 GD 592: Technology Seminar in Design

Refined the previously developed graduate seminar course to leverage peer-to-peer learning through student-led workshops and assignments aimed at developing proficiency in selecting appropriate technologies for self-guided inquiry.

Fall 2021 GD 592: Technology Seminar in Design

Developed a graduate seminar course that introduced first-year graduate students to technologies and resources for digital making in preparation for advanced coursework. Selected topics included prototyping, coding, AI/ML, virtual reality, 3D modeling, and animation.

Spring 2022 GD 400: Imagery and Narrative in VR (Advanced Undergraduate Studio), with co-instructor Elif Şener

Developed an advanced undergraduate studio course that challenged students to consider the intersection of technology and healthcare. Students designed concepts for 2D interfaces and immersive VR experiences that addressed various aspects of mental health intervention.

GRANTS

Awarded

2026 Paine, Anderson, Dee, & Wu, AI Undergraduate Curriculum Development Grant, Office of Undergraduate Curriculum, Technology-enhanced Learning and Online Strategies (TLOS) and the Center for Excellence in Teaching and Learning (CETL), $10,000.

2025 Anderson & Wu, Undergraduate Research Faculty Grant, Office of Undergraduate Research, Virginia Tech, $9.500 proposed.

2025 Anderson, New Faculty Mentoring Grant Program, Faculty Affairs, Virginia Tech, $1,500.

Under Review & In Development

2026 Anderson (PI) & Lee, *Beyond Tuition: Artistic Explorations of Financial Hidden Curricula in Engineering*, Institute for Creativity, Arts & Technology (ICAT) SEAD Grant, Virginia Tech, $18,700 proposed.

Funded Research

2024 Research assistant to Matthew Peterson (PI) and Helen Armstrong on "Developing Visual Conventions for Explainable LLM Outputs in Intelligence Analysis Summaries," a project with the Laboratory for Analytic Sciences, funded by the National Security Agency, $208,971

2023 Research assistant to Helen Armstrong and Matthew Peterson (Co-PIs) on "Discovering Design Innovations for the Promotion of Insights by Intelligence Analysts," a project with the Laboratory for Analytic Sciences, funded by the National Security Agency, $203,776.

Proposed, not funded.

2024 Denson, Anderson (Co-PI), Byrd, Asunda, Intersectionality of Mentoring Female Engineering Majors IMHubs Track 3: IM FEM Project, NSF, $799,723 proposed, under review.

2023 Collaborated with Matthew Peterson (PI), Cameron Denson, Kelly Lynn Mulvey, Christy Byrd Byrd, & Helen Armstrong to propose "Visions of Belonging – An Innovative Use of Visual Representations to Broaden Participation in Engineering," Broadening Participation in Engineering, NSF, $649,973, not funded.

PUBLICATIONS

2025 Anderson, A., Rathore, S., A., C., V., T., & Evans, M. (2025). Requirements elicitation for memory-preserving user interfaces: 2024 Summer Conference on Applied Data Science. Laboratory for Analytic Sciences. https://ncsu-las.org/2025/01/las-publishes-scads-2024-technical-report/

2025 Armstrong, H., Anderson, A. L., Planchart, R., Baidoo, K., & Peterson, M. (2025). Addressing uncertainty in LLM outputs for trust calibration through visualization and user interface design. Visible Language, 59(2), 176–217. https://www.visible-language.org/journal/issue-59-2-addressing-uncertainty-in-llm-outputs-for-trust-calibration-through-visualization-and-user-interface-design

2025 De, A., Rathore, S., P., A., Crouser, J., Anderson, A., & Harrison, L. (2025). Communicating trust in recommended articles to analysts: 2024 Summer Conference on Applied Data Science. Laboratory for Analytic Sciences. https://ncsu-las.org/2025/01/las-publishes-scads-2024-technical-report/

2025 Evans, M., Anderson, A., Rathore, S., A., C., Crouser, J., & Harrison, L. (2025). *Evaluating automated summarization with analyst memories: 2024 Summer Conference on Applied Data Science.* Laboratory for Analytic Sciences. https://ncsu-las.org/2025/01/las-publishes-scads-2024-technical-report/

2023 Peterson, M., Anderson, A. L., Rondinelli, K., & Armstrong, H. "The Pictorial Trapezoid: Adapting McCloud's Big Triangle for Creative Semiotic Precision in Generative Text-to-Image AI." Visible Language, 57(3): 6–51. https://journals.uc.edu/index.php/vl/article/view/8284/6684

CONFERENCE PAPERS

2025 Anderson, A., "Machining the Mirror: Black Feminist Perspectives on AI, Visual Representation, and Self-Concept," SECAC. Cincinnati, OH. October 23.

Under Review & In Development

2026 Anderson, A. "Metaphor as Method: Maintaining Agency, Attribution, and Authorship in AI-generated Design," Cumulus. Athens, Greece. May 5-9. Abstract accepted.

INVITED TALKS, REVIEWS + SELECTED WORK FEATURES

2025 Presenter, How to Give & Receive Critical Feedback, Summer Conference on Applied Data Science, Laboratory for Analytic Sciences, Raleigh, NC.

2025 Presenter, Design Professional Panel, NC State Design Camp, Raleigh, NC.

2025 Moderator, So You Want to Go to Grad School, Office of Undergraduate Research, North Carolina State University, Raleigh, NC.

2024 Thesis Juror, Industrial Design Undergraduate Thesis Review, School of Design, Virginia Tech

2024 Guest Reviewer, ART2566 Typography II, School of Visual Art, Virginia Tech

2023 Breaking the Stereotype: Using AI to Support Diversity in STEM, NC State University

2023 Presenter, Community Call, People-Centered Internet (PCI)

2023 Graduate Guest Critic, Thesis Presentations, Master of Graphic & Experience Design, NC State University

2022 Guest Lecturer, COM 316: PR Writing, College of Humanities and Social Sciences, NC State University

2021 Guest Reviewer, D104: Final Review, Bachelor or Graphic & Experience Design, NC State University

2021 Contributor, AndSo: Graduate Journal of Graphic Design, NC State University, *Title: What Are Some Forgotten Things? Co-author: Randa Hadi*

2020 Presenter, Working with Imagery, Graduate Research Symposium), NC State University *(Canceled due to COVID-19)*

2018 Contributor, Master of Graphic Design Bulletin, NC State University, *Title: Please Don't Touch*

2018 Contributor, Multicultural Design Student Association Student Showcase, NC State University

HONORS + AWARDS

2022 Wilkinson Graduate Fellowship, The Graduate School, NC State University

2020 Provost's Doctoral Fellowship, The Graduate School, NC State University

2015 H.B. Renwick Academic Achievement Award, UNC-Chapel Hill

2013 WTVD-11 Endowment Scholarship, UNC-Chapel Hill

SERVICE + OUTREACH

Service to University, College and Program

2024-present Member of two Graduate Studies Working Groups (Master's and Doctoral)

2025 Admissions Reviewer for the Creative Technologies MFA Program

2024-2025 Volunteer Representative for the School of Visual Arts at the Majors Fair during VT's University-Wide Open House

Service to Students

2025 Faculty Advisor of the Student Graphic Design Club (AIGA)

Outreach

2023 Design Connections, Design Lab for K-12 Education, College of Design, NC State University

Presented my ongoing dissertation research to high school students attending Design Connections, a summer program for students belonging to cultural or ethnic backgrounds underrepresented in design.

2022 Demonstration Activity, Scale Worlds VR, NC State University

Facilitated an interactive learning experience for summer camp students as part of 'Scale Worlds,' an NSF-funded project by Karen Chen, Cesar Delgado, Matthew Peterson (Co-PIs), that uses VR to improve students' understanding of scale.

2022 Professional Workshop, Design Lab for K-12 Education, College of Design, NC State University

Developed and facilitated a professional development workshop for teachers on design-based instruction at Bugg Elementary Design and Computer Science Magnet in Raleigh, NC.

MEMBERSHIPS

2025 **Member, SECAC (formerly the Southeastern College Art Conference**

DESIGN PRACTICE & OTHER EMPLOYMENT

2019-2022 **Graduate Digitization Assistant, Special Collections, NC State University Libraries**

Prepared rare and unique archival materials for digitization. Reformatted digital assets, created metadata records for scanned materials, and performed quality control.

2018-2020 **Student Assistant, Ask Us, NC State University Libraries**

Answered queries, checked out materials, and assisted patrons with technology questions from the Ask Us service point in the Hunt Library at NC State.

2018 **Counselor, Design Camp, Design Lab for K-12 Education, NC State University**

Worked with instructors and teaching assistants (TAs) to prepare, organize, and facilitate learning during studio-based design projects in architecture, animation, industrial design, and graphic design.

2015 **Production Designer, Tiny Prints at Shutterfly, Fort Mill, SC**

Edited photos to ensure optimal print quality, made custom layout adjustments and communicated with customers to address outstanding order issues.

2013-2014 **Advertising Design Assistant, The Daily Tar Heel, Chapel Hill, NC**

Designed print and digital advertisements for the award-winning, independent student newspaper of the University of North Carolina at Chapel Hill. Developed a cover design for Carolina's Finest, the newspaper's annual awards issue (2014).

FOCUSED TRAINING + RELEVANT COURSEWORK

2025-2029 **Financial Conflict of Interest Training for Sponsored Research, Collaborative Institutional Training Initiative (CITI)**

2025-2029 **Research Conflict of Interest (COI) Training, Collaborative Institutional Training Initiative (CITI)**

2025-2028 **Human Subjects Research Training (IRB), Collaborative Institutional Training Initiative (CITI)**

2025-2028 **Human Subjects Research for Social-Behavioral-Educational Researchers, Collaborative Institutional Training Initiative (CITI)**

Fall 2022 **PSY 751: Intervention & Evaluation, NC State University**

Review of the literature, methods, and research issues in the field of program intervention, planning, and evaluation for communities and organizations.

Spring 2022 **PSY 705: Affect & Cognition, NC State University**

Critical examination of research and theory at the intersection of affect and cognition. Impact of emotion, mood, and other aspects of affective experience on memory, decision-making, judgment, and reasoning.

Fall 2021 **COM 543: Visual Content Analysis, NC State University**

Research methods in social science-orientated quantitative or qualitative analysis for visual media. Analytic techniques and concepts for still or moving images in digital or traditional media.

Fall 2021 **PSY 508: Cognitive Processes, NC State University**

Course covering results of research on a number of complex processes (e.g., remembering, concept learning, problem-solving, acquisition, and use of language) and the theories proposed to explain them.

Spring 2021 **DDN 701: Research Methods in Design, NC State University**

Survey of research methods in the field of design, including overall systems of inquiry, criteria for assessing quality, strategies, and tactics. Strengths and weaknesses of various research designs.

Fall 2020 **DDN 702: Research Paradigms in Design, NC State University**

Overview of contributions and limitations of various theoretical perspectives that inform the field of design inquiry. Knowledge and theory construction. Nature, scope, and merits of scientific approach. Criticism of the scientific approach and examination of alternative approaches utilized in design research and practice.

Spring 2021 **PSY 500: Visual Perception, NC State University**

Detailed consideration of anatomy and physiology of the visual system. Examination of chief determinants of visual perception, including both stimulus variables and such organismic variables as learning, motivation, and attention.

Spring 2020 **GD 592: Graphic Design Pedagogy**

Preparation for teaching design and entering a faculty position. Topics included the mechanics of the design studio course (objectives, assessment, etc.), learning theory, current and historical perspectives of American design education, expectations of faculty, and embedded educational philosophy.