Curriculum Vitae

Dr. Alexandra Kitson

A. Biographical Information

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1. EDUCATION

Degrees

2014-09 – 2020-12	**PhD**, Thesis title: *Designing for Self-transcendent Experiences in Virtual Reality.* School of Interactive Arts & Technology, Simon Fraser University, Surrey, BC, Canada, Supervisor(s): Bernhard Riecke, Alissa Antle, Andrea Gaggioli
2008-09 – 2013-05	**BSc**, Cognitive Systems: Cognition and Brain, Faculty of Science, University of British Columbia, Vancouver, BC, Canada, Supervisor(s): Eric Vatikiotis-Bateson (deceased, 2017)
2011-09 – 2012-06	Exchange program, graduate-level courses in Neuroinformatics, ETH Zürich, CHE

2. EMPLOYMENT

Current Appointments

2024-05 – present

Research Assistant, iSPACE Lab, School of Interactive Arts & Technology, SFU, Surrey, BC, Canada

I am a research consultant on a two-year New Frontiers in Research Fund (Pathways to flourishing: leveraging Virtual Reality for cultivating compassion, resilience, social connectedness, and healthy habits in emerging adults facing chronic health challenges). I assist with collaborative knowledge synthesis by conducting literature reviews, assist with the recruitment and coordination of partners and study participants through BC Children's Hospital Youth Advisory group and Centre for Mindfulness Canada, develop research protocols and ethics applications, mentor and supervise students involved in the project, and write and disseminate reports for both academic and mainstream audiences.

2022-04 – present

Postdoctoral Fellow, School of Interactive Arts & Technology, SFU, Surrey, BC, Canada

Funded by NSERC Postdoctoral Fellow Award, I am leading a team of researchers, mental health professionals, and youth in the design and development of VR interventions (Unity – C#) to support emotion regulation skills development for youth. I conduct co-design workshops with teens to understand the unique needs and preferences of youth.

Prior Appointments

2021-07 – 2023-08

Research Consultant, MetaCreation Lab, School of Interactive Arts & Technology, SFU, Surrey, BC, Canada

I am a research consultant and lead on a project for the use of biowearables and music for yoga practice. My role is in research design, grant writing, and project management together with Dr. Philippe Pasquier and overseeing an industry partnership with a local yoga company.

2021-02 – 2022-03 **Postdoctoral Researcher**, Tangible Embodied Child-Computer Interaction Lab, School of Interactive Arts & Technology, SFU, Surrey, BC, Canada.

This project took a participatory approach to explore the potential ethical impacts of biowearables, involving creating and running youth workshops in the critical making of a biowearable-tangible. I assisted Dr. Antle in lab organization, software and data management, equipment management, and student supervision. I lead the development of the custom-built breathing wearable device and co-wrote interdisciplinary papers for venues that intersect with HCI, children, and education. (Murai et al., 2022; Antle et al., 2022; Murai et al., 2021; Dao-Kroeker et al., 2021; Antle & Kitson, 2021)

2020-10 – 2021-01 **Research Assistant**, Tangible Embodied Child-Computer Interaction Lab, School of Interactive Arts & Technology, SFU

I assisted in a co-design study with children to understand the impact and coping strategies during COVID-19 as a way to inform the design of a mobile app for helping children connect and access resources remotely. (Warren et al., 2022)

2019-10 – 2020-12 **Research Assistant**, iSPACE Lab, School of Interactive Arts & Technology, SFU

This AGE-WELL Digital Health Circle project explored and developed a wearable system for embodied human telepresent communication and connection. My role was in initial prototyping with Unity (using C#) through participatory design, concept validation, and community dissemination through workshops, presentations, exhibitions, and publications.

2019-10 – 2020-07 **Research Assistant**, iSPACE Lab, School of Interactive Arts & Technology, SFU

This NEK/NASA research project explored virtual earth gazing as a countermeasure to augment sensory stimulation during isolation and confinement. My role was in facilitating and consulting on project design and development of a virtual reality experience with the HTC Vive Pro Eye and Unity.

2019-09 – 2020-05 **Digital Media Facilitator**, Maker and Media Commons, SFU Library

I was the course and website content creator for the AR/VR studio, video recording and production studio, and podcast and interview recording and editing studio. Designed and facilitated workshops for SFU students, faculty, and staff.

2019-07 – 2019-08 **Data Analyst**, Tangible and Embodied Child-Computer Interaction Lab, SFU

I conducted qualitative thematic analysis with interview transcripts investigating whether and in what ways 360 video enables people to better understand issues around sustainability and care more about sustainability.

2019-07 – 2019-09 **Research Assistant**, Teaching and Learning Development Grant, SFU

I investigated the affordance of media-rich project-based immersive learning environments and how to adapt an agile process and regular feedback to enhance student learning and development during a course offering. I performed both quantitative and qualitative analysis on a rich set of data interviews, focus groups, video observations, surveys, and written reflections. Working together with another RA, I helped consult with the course lecturers and the education consultant in writing the final report.

2018-02 – 2018-04 **Data Analyst**, English Department, SFU

I performed statistical quantitative data analysis on a study investigating the effects of an in-class mindfulness meditation session on undergraduate students' self-reported stress and focus levels.

2017-03 – 2018-03 **Research Assistant**, iSPACE Lab, SFU

A SSHRC small institutional grant investigated the awe-inducing experience leading to an awareness shift experienced by space travellers who see Earth from space – otherwise known as the "overview effect". My role was in conducting a literature review and assisting in formulating research questions, study design, and techniques for conducting qualitative interviews and quantitatively assessing physiological correlates.

2017-03 – 2017-09 **Research Assistant**, iSPACE Lab, SFU

I contributed to an NSERC Engage grant with NGX Interactive, a digital content creator for exhibits based in Vancouver. I consulted on study design, transcribed interview data, and facilitated data collection (Stepanova et al., Psychonomics 2017).

2017-01 – 2017-06 **Research Assistant**, iSPACE Lab, SFU

and 2015-09 – 2016-02 *I was the lead graduate student on NSERC Engage and Engage Plus grants with Archiact*

Interactive, a mobile VR games company based in Vancouver. Our team investigated developing a Unity plug-in to help VR developers avoid simulator sickness in their projects. My role was in the literature review, product design, virtual environment creation, user studies, experimental design, and statistical analysis. I was the lead and main contact for presenting our demo at the CVR conference in Vancouver (Kitson et al., Psychonomics 2017; Hashemian et al., IEEEVR 2018; Stepanova et al., HCII 2017).

2015-01 – 2015-06 **Research Assistant**, iSPACE Lab, SFU

This project was a part of an NSERC Engage grant with Christie Digital. I was the lead *graduate student for the research and design of a flight simulator. My role was in experimental design, running an experiment, user testing, and statistical analysis.*

2014-12 – 2015-05 **Research Assistant**, iSPACE Lab, SFU

This research was a part of an NSERC Engage grant with Perkins & Will, an architectural firm based in Vancouver. Our team researched and developed an embodied interface to help practicing architects and their clients better envision, create, and explore their 3D models (Freiberg et al., SAP 2016).

2014-05 – 2015-05 **Research Assistant,** Moving Stories Group, SFU & Emily Carr

As a part of the Moving Stories SSHRC Insight partnership grant with Thecla Schiphorst, I used mixed methods to investigate the effects of movement experience on spatial orientation in virtual environments. (Kitson et al., ISEA 2015, Kitson et al., MOCO 2015 & Kitson et al., Psychonomics 2014).

2014-01 – 2014-06 **Research Assistant**, GRAND NCE, SFU

I lead a mixed methods study on the effects of an immersive, biofeedback soundscape named Sonic Cradle for mindfulness meditation. I wrote a short paper and presented the results (Kitson et al., GRAND NCE 2014).

2013-01 – 2013-08 **Research Volunteer**, iSPACE Lab, SFU

I was a co-lead student researcher on a virtual point-to-origin task study, investigating individual effects on spatial orientation in virtual environments. Together with another research student, I helped inform the study design, collected data from over 500 participants, and analyzed that data. I also co-wrote the journal paper (Kitson et al., Frontiers 2016).

3. HONOURS AND CAREER AWARDS

Distinctions and Research Awards

NATIONAL

Received

2022-04 – 2024-04 **Postdoctoral Fellowship**, NSERC, Computer Science, Software and Development
The Postdoctoral Fellowships (PDF) program provides support to a core of the most promising researchers at a pivotal time in their careers. 168 awards were offered from 640 submissions.Total Amount: $90,000 CAD

2018-05 – 2019-05 **Doctoral Award**, SSHRC, Interdisciplinary Studies, Social Development and Welfare
The SSHRC Doctoral Fellowships support high-calibre students engaged in doctoral programs in the social sciences and humanities. 508 awards were offered from 4,266 submissions.Total Amount: $20,000 CAD

Nominated

2022-04 – 2024-04 **Banting Postdoctoral Fellowship**, NSERC, Computer Science, Software (Tools)
The Banting Postdoctoral Fellowships program provides funding to the very best postdoctoral applicants, both nationally and internationally, who will positively contribute to the country's economic, social, and research-based growth. 71 awards were offered from 530 submissions. Total Amount: $140,000 CAD

2017-09 – 2020-09 **Vanier Canada Graduate Scholarship**, NSERC, Psychology, Cognitive Science
Vanier Scholars demonstrate leadership skills and a high standard of scholarly achievement in graduate studies in the social sciences and humanities, natural sciences and/or engineering and health. Canadian universities each have a limit to the number of nominations they may submit to the Vanier CGS competition. Eligible institutions receive on

average 1,084 applications. 167 were awarded. Total Amount: $150,000 CAD

2017-09 – 2020-09 **Postgraduate Scholarship**, NSERC, Psychology, Cognitive Science

NSERC Postgraduate Scholarships provide support to high-calibre-students who are engaged in the natural sciences or engineering. 719 awards were offered from 1542 submissions. Total Amount: $63,000 CAD

REGIONAL

2017-06 **Distress Services Award**, Vancouver Crisis and Suicide Prevention Centre

Jim Denholme Award recognizes long term service at the Centre.

2016-06 **Distress Services Award**, Vancouver Crisis and Suicide Prevention Centre

Recognizing over 500 hours for community service at the Centre.

LOCAL

2021-05 **Dean's Convocation Medal,** SFU

The Dean's Graduate Convocation Medal is awarded to the graduate student whose cumulative grade-point average places them in the top five percent of their class.

2020-01 – 2020-04 **West International Sales Inc. Graduate Scholarship**, SFU

The purpose of this award is to provide financial support for a student pursuing a graduate degree in research relevant to the area of Intelligent Systems. The criteria includes promise of outstanding achievement at the graduate level with particular emphasis on intellectual ability, originality and ability in research. Total Amount: $700 CAD

2020-01 – 2020-04 **Helmut and Hugo Eppich Family Graduate Scholarship**, SFU

The purpose of this award is to provide financial support for a student pursuing a graduate degree in research relevant to the area of Intelligent Systems. The criteria includes promise of outstanding achievement at the graduate level with particular emphasis on intellectual ability, originality and ability in research. Total Amount: $1000 CAD

2018-01 – 2018-04 **Helmut and Hugo Eppich Family Graduate Scholarship**, SFU

The purpose of this award is to provide financial support for outstanding students, preferably to those who have a permanent disability, who are pursuing a graduate degree in the Faculty of Applied Sciences. Total Amount: $3500 CAD

2015-01 – 2020-12 **Graduate Fellowship**, School of Interactive Arts & Technology, SFU

The Graduate Fellowship is awarded to the top graduate students in the department based on their cumulative grade point average and research impact (e.g., publications and technology artefacts). Total Amount: $29,250 CAD

2017-01 – 2017-04 **The Clark Wilson Graduate Scholarship**, SFU

The purpose of this award is to provide financial support for a student pursuing a graduate degree in research relevant to the area of Intelligent Systems. The criteria includes promise of outstanding achievement at the graduate level with particular emphasis on intellectual ability, originality and ability in research. Total Amount: $1400 CAD

2016-04 **The Three Minute Thesis (3MT) Competition Finalist**, SFU

The Three Minute Thesis (3MT) competition challenges graduate students to present their thesis and its significance in just three minutes and one slide. Total Amount: $100 CAD

2012-09 – 2012-12 **Crichton Family Bursary**, UBC

A $150 scholarship has been made available through an endowment established by the late John A. Carver in memory of his mother, Elizabeth M. Crichton-Carver. Preference is given to students with a disability. Total Amount: $150 CAD

2012-09 – 2012-12 **Kelly and Diane Gibney Bursary in Science**, UBC

Bursaries have been endowed by Kelly and Diane Gibney for undergraduate students in the Faculty of Science. Total Amount: $1000 CAD

2008-09 – 2009-08 **Catalyst Paper Corporation Scholarship**, UBC

The awards are offered to undergraduate students from Catalyst Paper Corporation operating communities and surrounding areas outside the lower mainland. Total Amount: $3000 CAD

2008-09 – 2009-08 **Norman MacKenzie Alumni Entrance Scholarship**, UBC

Awarded to incoming UBC students for excellent grades, community and school involvement, and demonstrated leadership. Total Amount: $2000 CAD

2008-09 – 2009-08 **President's Entrance Scholarship**, UBC

The Presidential Scholars Award program offers the most prestigious awards available to students who are entering UBC. Total Amount: $2000 CAD

Professional Associations

2017 – present **ACM Membership**

2014 – 2020 **IEEE Membership**

2014 – 2017 **Psychonomics Society Membership**

Administrative Activities

Simon Fraser University

2023-07 – present **VP**, Postdoctoral Association Executive Council, SFU

I bring together postdocs from across three different campuses to foster a greater sense of community through both online and in-person networking and activities. I continue to connect with faculty and administration across the university to secure postdoctoral benefits and research support.

2015-09 – 2019-12 **Chair**, Graduate Caucus Student Association, School of Interactive Arts & Technology, SFU

I was the main contact point for the caucus graduate student body. I was responsible for implementing Robert's Rules of Order for ensuring that meetings were run smoothly, items on the agenda were discussed, procedures are followed, and people were heard at the meeting. I led a student-driven experience survey that was presented to the school and faculty. I helped organize social events, writing, TA application, and annotated bibliography workshops.

2015-09 – 2019-12 **Caucus Representative**, Graduate Student Society, SFU

I was the primary representative of graduate students in university affairs. I helped to provide a group benefits plan, grants and other funding, socials, student spaces, and support to departmental caucuses.

2015-09 – 2019-08 **PhD Representative**, Graduate Program Committee, School of Interactive Arts & Technology, SFU

I met with a group of faculty members, including the current Grad Chair, once a month to advocate for graduate students' needs. Examples of past GPC meeting agenda items included graduate courses, IP rights, student experience, student recruitment, and community building.

2014-09 – 2015-08 **Vice-Chair**, Graduate Caucus Student Association, School of Interactive Arts & Technology, SFU

I assisted the chair in their responsibilities and filled in when the chair was absent.

Peer Review Activities

ASSOCIATE OR SECTION EDITING

Associate Chair

2023-10 – 2024-02 Computer-Human Interaction (CHI) Conference, Papers, Understanding People: Mixed Methods subcommittee. Number of Reviews: 11[1]

2022-10 – 2023-02 Computer-Human Interaction (CHI) Conference, Papers, Understanding People: Mixed Methods subcommittee. Number of Reviews: 14

2022-03 – 2022-05 Designing Interactive Systems (DIS) Conference, Papers. Number of Reviews: 8[2]

2022-01 – 2022-02 Computer-Human Interaction (CHI) Conference, Late-Breaking Work. Number of Reviews: 8

[1] Special recognition for three outstanding reviews

[2] Special recognition for an outstanding review

2021-01 – 2021-02 Computer-Human Interaction (CHI) Conference, Late-Breaking Work. Number of Reviews: 7

GRANT REVIEWS

2022-11 – 2023-01 BC Children's Hospital, Digital Technology Grant. Number of Reviews: 5

JOURNAL PAPER REVIEWS

2023 SoftwareX. Number of Reviews: 1
2023 International Journal of Human-Computer Studies (IJHCS). Number of Reviews: 1
2023 Journal of Medical Internet Research (JMIR). Number of Reviews: 1
2022 Frontiers in Virtual Reality. Number of Reviews: 1
2022 International Journal of HCI. Number of Reviews: 1
2021 IEEE TVCG. Number of Reviews: 1
2021 Frontiers in Psychology. Number of Reviews: 1
2020 Philosophical Transactions B. Number of Reviews: 1
2019 IEEE TVCG, Papers. Number of Reviews: 3

CONFERENCE PAPER REVIEWS

2023 Computer-Human Interaction (CHI). Number of reviews: 1
2023 IEEE VR. Number of Reviews: 2
2023 Interactive, Mobile, Wearable and Ubiquitous Technologies (IMWUT). Number of Reviews: 1[3]
2023 Interaction Design for Children (IDC). Number of Reviews: 2
2023 IEEE VR. Number of Reviews: 1
2023 Tangible Embodied Interaction (TEI). Number of Reviews: 1
2022 Computer-Human Interaction (CHI). Number of Reviews: 1
2021 Interactive Media Experiences (IMX). Number of Reviews: 1
2021 Designing Interactive Systems (DIS). Number of Reviews: 1[4]
2021 Computer-Human Interaction (CHI). Number of Reviews: 3[5]
2020 Tangible Embodied Interaction (TEI). Number of Reviews: 2
2020 Designing Interactive Systems (DIS). Number of Reviews: 1
2020 VR Software and Technology (VRST). Number of Reviews: 1
2020 Computer-Human Interaction (CHI). Number of Reviews: 6
2020 IEEE VR. Number of Reviews: 4
2019 User Interface Software and Technology (UIST). Number of Reviews: 1
2019 Computer-Human Interaction (CHI). Number of Reviews: 3
2019 IEEE VR Conference, Papers. Number of Reviews: 3
2018 Computer-Human Interaction (CHI). Number of Reviews: 1
2017 Computer-Human Interaction (CHI). Number of Reviews: 2
2016 IEEE VR Conference. Number of Reviews: 3
2014 NCE-GRAND Conference. Number of Reviews: 3

[3] Special recognition for an outstanding review

[4] Special recognition for an outstanding review

[5] Special recognition for two outstanding reviews

Other Research and Professional Activities

COMMUNITY SERVICE

2014-06 – 2019-06 **Distress Services Mentor,** Crisis Intervention and Suicide Prevention Centre, Vancouver, BC, Canada

I have over 500 hours in a senior leadership role as a mentor to new volunteers, helping them transition to independently supporting callers and chatters. I developed a training checklist for a more structured and systematic approach to mentoring new volunteers, as well as consulted with staff members in developing a new training program.

2015-05 – 2015-08 **Undergraduate Mentor**, SFU, Surrey, BC, Canada

I supervised undergraduate research assistants to complete a summer thesis project by assisting with research design and collecting data. I helped train the RAs in the necessary research methods and software.

2012-11 – 2019-06 **Distress Services Mentor**, Crisis Intervention and Suicide Prevention Centre, Vancouver, BC, Canada

I have over 500 hours (in addition to my senior leadership role above) of providing callers and chatters with support for alleviating emotional distress and setting short-term goals.

2010-09 – 2013-05 **First Year Mentorship Program**, UBC, Vancouver, BC, Canada

I helped enable active involvement in orienting and guiding first-year students, meeting throughout the year for continued support.

2009-09 – 2011-09 **Occupational Therapy Volunteer**, Vancouver General Hospital, Vancouver, BC, Canada

I provided support for evening programs, including facilitating crafts, music therapy, games, and outings.

B. Academic History

1. RESEARCH AWARDS

Grants

2022-04 – 2024-04 **Lead Researcher**. Postdoctoral Fellowship. NSERC. Principal Investigator: Kitson, Alexandra. Collaborators: Antle, Alissa; Slovak, Petr; Isbister, Katherine. $90,000 CAD
Investigating the Feasibility of Virtual Reality for Emotion Regulation with Youth

2021-07 – 2022-12 **VR Artist**. Canada Council for the Arts. Explore and Create Grant. Research and Creation. Principal Investigator: Desnoyers-Stewart, John. Collaborators: Kitson, Alexandra; Stepanova, Katerina; Liu, Pinyao; Ryzhov, Vlad; Adhkikari, Ashu; Riecke, Bernhard. $25,000 CAD
Embodied Telepresent Connection

2019-11 – 2020-03 **HQP**. SFU Innovates Seed Funding. AGE-WELL Digital Health Circle. Principal Investigator: Riecke, Bernhard. Collaborators: Moreno, Sylvain; Farzan, Faranak; Desnoyers-Stewart, John; Stepanova, Katerina. $15,000 CAD
Wearables and Technical Apparel Eco-System Funding: Wearables for Embodied Telepresent Human Connection

2019-11 – 2020-08 **HQP**. Small Research Grant. SSHRC Institutional Grants Program. Principal Investigator: Riecke, Bernhard. Collaborators: Kitson, Alexandra; Bizzocchi, Jim; Desnoyers-Stewart, John; Stepanova, Katerina. $7,000 CAD
Exploring the Potential of Immersive Public Art Installations to Encourage Social Connection between Participants: A Pilot Study "In the Wild"

2018-05 – 2019-05 **Lead Researcher**. Doctoral Fellowship. SSHRC. Principal Investigator: Kitson, Alexandra. Collaborators: Riecke, Bernhard; Antle, Alissa; Gaggioli, Andrea. $20,000 CAD
Putting the Human Back in Human-Computer Interactions: Designing Positive Experiences for Young Adults to Increase Meaningful Connection through Virtual and Augmented Realities

2017-02 – 2018-01 **HQP**. Small Research Grant. SSHRC Institutional Grants Program. Principal Investigator:

	Riecke, Bernhard. Collaborators: Kitson, Alexandra; Antle, Alissa; Stepanova, Katerina; Quesnel, Denise; Prpa, Mirjana; Cramer, Emily. $10,000 CAD *Understanding the Overview Effect Delivered through Virtual Reality for Creating Positive Change: Phenomenological and Quantitative Approaches*
2017-04 – 2017-10	**HQP**. Engage Grant. NSERC. NGX Interactive. Principal Investigator: Riecke, Bernhard. Collaborators: Kitson, Alexandra; Stepanova, Katerina; Quesnel, Denise. $25,000 CAD *EarthGazement: A Virtual Reality Experience of the Overview Effect*
2016-04 – 2016-10	**HQP**. Engage Plus Grant. NSERC. Archiact. Principal Investigator: Riecke, Bernhard. Collaborators: Kitson, Alexandra; von der Hyde, Markus; Stepanova, Katerina; Quesnel, Denise; Nguyen, Thinh. $25,000 CAD *Towards a "Perceptual Profiler" for Virtual Reality: A Novel Unity Software Tool to Predict Human-Observer Reactions and Perceptual Issues using Machine Learning*
2015-11 – 2016-04	**HQP**. Engage Grant. NSERC. Archiact. Principal Investigator: Riecke, Bernhard. Collaborators: Kitson, Alexandra; von der Hyde, Markus; Stepanova, Katerina; Hashemian, Abraham. $25,000 CAD *TeleSpider: Developing Virtual Interfaces for Tele-operation and Locomotion*

C. Publications

1. PEER-REVIEWED PUBLICATIONS[6,7]

Journal Articles

1. Warren, J. L., Antle, A. N., **Kitson, A.**, & Davoodi, A. (2023). A codesign study exploring needs, strategies, and opportunities for digital health platforms to address pandemic-related impacts on children and families. *International Journal of Child-Computer Interaction*, 37, 100596: 1–30. DOI
2. Miller, N., Desnoyers-Stewart, J., Stepanova, E. R., **Kitson, A.**, Bizzocchi, J., & Riecke, B. E. (2022). Sipping the Virtual Elixir: An autoethnographic close reading of Ayahuasca Kosmik Journey a self-transcendent virtual experience. Virtual Creativity, 12(1): 27–44. DOI
3. Murai, Y., Antle, A.N., **Kitson, A.**, Candau, Y., Adibi, A., Dao-Kroeker, Z., Desnoyers-Stewart, J. and Jacobs, K. (2022). Facilitating critical reflection in online distributed maker workshops: Case studies. *International Journal of Child-Computer Interaction*, 33, 100509: 1–11. DOI
4. Chirico, A., Pizzolante, M., **Kitson, A.**, Gianotti, E., Riecke, B. E., & Gaggioli, A. (2022). Defining Transformative Experiences: A Conceptual Analysis. Frontiers in Psychology, 13, 790300: 1–19. DOI
5. Antle, A. & **Kitson, A.** (2021). 1,2,3,4 Tell me how to grow more: A position paper on children, design ethics and biowearables. *International Journal of Child-Computer Interaction, Special Issue on Ethics*, Elsevier, 1–23. DOI
6. **Kitson, A.**, Chirico, A., Gaggioli, A., & Riecke, B. E. (2020). A Review on Research and Evaluation Methods for Investigating Self-transcendence. *Frontiers in Psychology*, *11*, 2880: 1–23. DOI
7. **Kitson, A.**, Prpa, M., & Riecke, B. E. (2018). Immersive Interactive Technologies for Positive Change: A Scoping Review and Design Considerations. *Frontiers in Psychology*, *9*, 1–19. DOI
8. **Kitson, A.**, Sproll, D., & Riecke, B. E. (2016). Influence of Ethnicity, Gender and Answering Mode on a Virtual Point-to Origin Task. *Frontiers in Behavioural Neuroscience*, 7(10.3389): 1–22. DOI

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[6] *Peer-reviewed conference papers in high-quality venues are a major form of scholarly dissemination at the intersection of computer science, HCI, and cognitive science. Competition, reviewing rigour, and rejection rates are often equally competitive as top academic journals, e.g., ACM CHI conference is the highest ranked on Google Scholar metrics under HCI, higher than any journals in the field. Note also that Google Scholar metrics do not include "Interaction Design" as a category or list major journals. The category "HCI" was used for rankings and ratings, which may underestimate the significance of several publications (e.g., Interacting with Computers) that have a strong design foci.*

[7] *Notes on authorship order and contribution: For all first authored papers, I was the project lead, which includes lead on conceptualization, theorizing, literature review, study design and implementation, data analysis, publication writing and ethics application. For second author papers, the contribution is similar, and the first author is either my supervisor or a fellow graduate student. In general author order for all papers is determined by contribution level following from the Vancouver Convention. For all papers below I have met the criteria: 1) made a substantial contribution to the conception or design of the work; or the acquisition, analysis, or interpretation of data for the work; AND 2) drafted or revised the work critically for important intellectual content; AND 3) had final approval of the version to be published; AND 4) agreed to be accountable for the work.*

Conference Proceedings: Full Papers

1. **Kitson, A.**, Slovak, P., & Antle, A. N. (2024, May). Supporting Cognitive Reappraisal With Digital Technology: A Content Analysis and Scoping Review of Challenges, Interventions, and Future Directions. In *Proceedings of the CHI Conference on Human Factors in Computing Systems (CHI '24)*, Honolulu, HI, USA. ACM: 1–17. DOI
2. **Kitson, A.**, Antle, A. N., Kenny, S., Adhikari, A., Karthik, K., Cimensel, A., & Chan, M. (2024, May). 'I Call Upon a Friend': Virtual Reality-Based Supports for Cognitive Reappraisal Identified through Co-designing with Adolescents. In *Proceedings of the CHI Conference on Human Factors in Computing Systems (CHI '24)*, Honolulu, HI, USA. ACM: 1–18. DOI
3. Miller, N., Stepanova, E.R., Desnoyers-Stewart, J., Adhikari, A., **Kitson, A.**, Pennefather, P., Quesnel, D., Brauns, K., Friedl-Werner, A., Stahn, A. & Riecke, B.E. (2023, July). Awedyssey: Design Tensions in Eliciting Self-transcendent Emotions in Virtual Reality to Support Mental Well-being and Connection. In *Designing Interactive Systems Conference (DIS'23)*, Pittsburgh, PA, USA. ACM: 189–211. DOI
4. **Kitson, A.**, Antle, A. N., & Slovak, P. (2023, June). Co-Designing a Virtual Reality Intervention for Supporting Cognitive Reappraisal Skills Development with Youth. In *Proceedings of the 22nd Annual ACM Interaction Design and Children Conference*, Chicago, IL, USA. ACM: 14–26. DOI
5. **Kitson, A.**, Muntean, R., DiPaola, S., & Riecke, B. E. (2022, June). Lucid Loop: Exploring the Parallels between Immersive Experiences and Lucid Dreaming. In *Designing Interactive Systems Conference (DIS'22)*, Online. ACM: 865–880. DOI
6. Warren, J. L., Antle, A. N., **Kitson, A.**, & Davoodi, A. (2022, June). Lessons Learned and Future Considerations for Designing Remotely Facilitated Co-Design Studies with Children Focused on Socio-Emotional Experiences. In *Interaction Design and Children (IDC'22),* Braga, Portugal. ACM: 37–49. DOI
7. Antle, A. N., Murai, Y., **Kitson, A.**, Candau, Y., Dao-Kroeker, Z. M. T., & Adibi, A. (2022, June). "There are a LOT of moral issues with biowearables"... Teaching Design Ethics through a Critical Making Biowearable Workshop. In *Interaction Design and Children (IDC'22)*, Braga, Portugal. ACM: 327–340. DOI
8. Liu, P., Stepanova, E. R., **Kitson, A.,** Schiphorst, T., & Riecke, B. E. (2022, April). Virtual Transcendent Dream: Empowering People through Embodied Flying in VR. In *Proceedings of the 2022 CHI Conference on Human Factors in Computing Systems,* New Orleans, LA, USA. ACM: 1–18. DOI
9. Murai, Y., Antle, A., **Kitson, A.,** Adibi, A., Candau, Y., Desnoyers-Stewart, J., Jacobs, K. & Dao-Kroeker, Z. (2021, June) Facilitating online distributed critical making: Lessons learned. In *FabLearn Europe / MakeEd 2021 – An International Conference on Computing, Design and Making in Education (FabLearn Europe / MakeEd 2021)*, NY, NY, USA: ACM: 9, 1–9. DOI
10. **Kitson, A.**, Stepanova, E. R., Aguilar, I. A., Wainwright, N., & Riecke, B. E. (2020, July). Designing Mind(set) and Setting for Profound Emotional Experiences in Virtual Reality. In *Designing Interactive Systems (DIS'20) Conference*. Eindhoven, Netherlands: ACM: 1–14. DOI
11. **Kitson, A.**, Schiphorst, T., & Riecke, B. E. (2018, April). Are You Dreaming? Designing for Introspective Experiences in Virtual Reality through a Phenomenological Study on Lucid Dreaming Practices. In *Proceedings of the 2018 CHI Conference on Human Factors in Computing Systems*, Montreal, QC, Canada. ACM: 1–10. DOI
12. **Kitson, A.,** Hashemian, A. M., Stepanova, E. R., Kruijff, E., & Riecke, B. E. (2017, March). Comparing Leaning-Based Motion Cueing Interfaces for Virtual Reality Locomotion. Presented at *3DUI*, LA, CA, IEEE, USA: 73–82. DOI
13. Stepanova, E. R., Schiphorst, T., **Kitson, A.**, von der Heyde, M., & Riecke, B. E. (2017, July). Gathering and Apply Guidelines for TeleSpider Design for Urban Search and Rescue Applications on a Mobile Robot. In *M. Kurosu (Ed.), Human-Computer Interaction*. Interaction Contexts, HCI 2017, Cham: Springer, Vol. 10272: 562–581. link
14. Kruijff, E., Riecke, B. E., Trepkowski, C., & **Kitson, A**. (2015). Upper Body Leaning Can Affect Forward Self-Motion Perception in Virtual Environments. Presented at *the SUI '15: Symposium on Spatial User Interaction*, Los Angeles, CA, USA: ACM: 103–112. DOI

Conference Proceedings: Short Papers

1. **Kitson, A.**, Ahn., S. J. G., Gonzalez, E. J., Panda, P., Isbister, K., & Gonzalez-Franco, M. (2024, May). Virtual Games, Real Interactions: A Look at Cross-reality Asymmetrical Co-located Social Games. In *Extended Abstracts of the 2024 CHI Conference on Human Factors in Computing Systems*, Honolulu, HI, USA. ACM: 1–9. DOI
2. Liu, P., **Kitson, A.**, Picard-Deland, C., Carr, M., Liu, S., LC, R., & Zhu-Tian, C. (2024, May). Virtual Dream Reliving: Exploring Generative AI in Immersive Environment for Dream Re-experiencing. In *Extended Abstracts of the 2024 CHI Conference on Human Factors in Computing Systems*, Honolulu, HI, USA. ACM: 1–11. DOI
3. **Kitson, A.**, Muntean, R., DiPaola, S., & Riecke, B.E. (2023, July). Exploring Introspection with Lucid Loop: A Neurofeedback-Augmented Immersive Experience. 20 minute oral presentation at *the 26rd Annual CyberPsychology, CyberTherapy & Social Networking Conference*, Paris, France.

4. Desnoyers-Stewart, J., Stepanova, E. R., Liu, P., **Kitson, A.**, Pennefather, P., Ryzhov, V., & Riecke, B. E. (2023, April). Embodied Telepresent Connection (ETC): Exploring Virtual Social Touch Through Pseudohaptics. In *Extended Abstracts of the 2023 CHI Conference on Human Factors in Computing Systems*, Hamburg, Germany. ACM: 1-6.
5. Dao-Kroeker, Z., Antle, A., **Kitson, A.,** Murai, Y., & Adibi, A. (2021, June). Designing biotech ethics cards: Promising critical making during an online workshop with youth. In *Proceedings of Conference on Interaction Design for Children*, NY, NY, USA, Online: ACM: 450–455. DOI
6. Antle, A., **Kitson, A.,** Murai, Y., Desnoyers-Stewart, J., Candau, Y., Adibi, A., Jacobs, K. & Dao-Kroeker, Z. (2021, June). Opportunities and scaffolds for critical reflection on ethical issues in an online after-school biowearable workshop for youth. In *FabLearn Europe / MakeEd 2021 – An International Conference on Computing, Design and Making in Education (FabLearn Europe / MakeEd 2021)*, NY, NY, USA: ACM: 13, 1–5. DOI
7. **Kitson, A.**, DiPaola, S., & Riecke, B. E. (2019, June). Can We Support Lucid Dreaming Practices with a Creative Deep Learning Algorithm and Immersive Virtual Reality Biofeedback System? Poster presentation at *the 24rd Annual CyberPsychology, CyberTherapy & Social Networking Conference*, Norfolk, VA, USA.
8. **Kitson, A.**, Stepanova, E. R., Aguilar, I., Wainwright, N., & Riecke, B. E. (2019, June). Transcending the Lab: Using Storytelling and Theatre Practices to Support Self-Transcendent Experiences in Virtual Reality. 20-minute oral presentation at *the 24rd Annual CyberPsychology, CyberTherapy & Social Networking Conference*, Norfolk, VA, USA.
9. **Kitson, A.**, DiPaola, S., & Riecke, B. E. (2019, May). Lucid Loop: A Virtual Deep Learning Biofeedback System for Lucid Dreaming Practice. In *Extended Abstracts of the 2019 CHI Conference on Human Factors in Computing Systems Extended Abstracts*, Glasgow, UK. ACM: 1–6. DOI
10. **Kitson, A.**, & Riecke, B. E. (2018, June). Going Beyond: Lucid Dreaming as a Lens into Transformative Experience Design for Virtual Reality. 20-minute symposium presentation at *the 23rd Annual CyberPsychology, CyberTherapy & Social Networking Conference*, Gatineau, QC, Canada.
11. Stepanova, E. R., Quesnel, D., **Kitson, A.**, Prpa, M., Aguilar, I., & Riecke, B. E. (2018, June). A framework for studying transformative experiences through VR. 20-minute symposium presentation at *the 23rd Annual CyberPsychology, CyberTherapy & Social Networking Conference*, Gatineau, Canada.
12. Hashemian, A. M., **Kitson, A.**, Nguyen-Vo, T., Benko, H., Stuerzlinger, W., & Riecke, B. E. (2018, March). Investigating a Sparse Peripheral Display in a Head-Mounted Display for VR Locomotion (2-pg extended abstract and poster). Presented at *the IEEE Virtual Reality 2018*, Reutlingen, Germany: IEEE. DOI
13. **Kitson, A.**, Nguyen-Vo, T., Hashemian, A. M., Stepanova, E. R., & Riecke, B. E. (2017, November). A User Study Comparing Two Low-Cost Chair Interfaces for Embodied Virtual Locomotion. Talk presented at *Psychonomic 58th Annual Meeting*, Vancouver, BC, Canada.
14. Stepanova, E. R., Quesnel, D., **Kitson, A.,** Prpa, M., & Riecke, B. E. (2017, November). Virtual Reality as a Tool for Inducing and Understanding Transformative Experiences. Poster presented at *the Psychonomic Society 58th Annual Meeting,* Vancouver, BC, Canada.
15. **Kitson, A.**, Hashemian, A. M., Stepanova, E. R., Kruijff, E., & Riecke, B. E. (2017, March). Lean Into It: Exploring Leaning-Based Motion Cueing Interfaces for Virtual Reality Movement. *IEEE Virtual Reality (VR)*, LA, CA: 215–216. DOI
16. Freiberg, J., **Kitson, A.**, & Riecke, B. E. (2017, March). Development and Evaluation of a Hands-Free Motion Cueing Interface for Ground-Based Navigation. *IEEE Virtual Reality (VR)*, LA, CA: 273–274. DOI
17. **Kitson, A.**, Riecke, B. E., Grechkin, T. Y., Von Der Heyde, M. (2016, May). Effect of Physical Rotations and Gender for Navigation Performance in Virtual Environments. Poster presented at *the International Meeting of the Psychonomic Society*, Grenada, Spain.
18. Riecke, B. E., Stepanova, E. R., & **Kitson, A.** (2016, May). New response patterns in point-to-origin tasks depending on stimulus type and response mode. Talk presented at *the International Meeting of the Psychonomic Society, Granada*, Spain.
19. Prpa, M., Quesnel, D., Vidyarthi, J., **Kitson, A.**, & Riecke, B.E. (2016, April). Sonic Cradle–Immersive interaction design combining breathing and neurofeedback to foster focused attention meditation on breath. In *ICM, 2nd international conference on mindfulness*, Rome, Italy.
20. Bayatpour, S., Bernardet, U., Dipaola, S., **Kitson, A**., & Riecke, B. E. (2015, August). Exploring Facial Expressions for Human-Computer Interaction: Combining Visual Face Tracking and EMG Data to Control a Flight Simulation Game. In *Proceedings of ISEA 2015*. ISEA 2015: 1–7.
21. **Kitson, A**., Riecke, B. E., Hashemian, A. M., & Neustaedter, C. (2015). NaviChair: Evaluating an embodied interface using a point-to-origin task to navigate virtual reality. Presented at *the SUI '15: Symposium on Spatial User Interaction*, Los Angeles, CA, USA: ACM: 123–126. DOI
22. **Kitson, A**., Sproll, D., & Riecke, B. E. (2014). Does Movement Experience Influence Navigation Strategy in a Virtual Point-to-Origin Task? Poster, *Psychonomic Society Annual Meeting* 2014, LA, USA.

2. NON-PEER-REVIEWED PUBLICATIONS

Juried Archival Workshop Papers

1. Chiossi, F., Stepanova, E.R., Tag, B., Perusquía-Hermández, M., **Kitson, A.**, Dey, A., Mayer, S., & El Ali, A. (2024). PhysioCHI: Towards Best Practices for Integrating Physiological Signals in HCI. In *Extended Abstracts of the 2024 CHI Conference on Human Factors in Computing Systems Extended Abstracts,* Honolulu, HI, USA. ACM: 1–7. DOI
2. Stepanova, E.R., Desnoyers-Stewart, J., **Kitson, A.**, Riecke, B.E., Antle, A.N., El Ali, A., Frey, J., Tsaknaki, V. & Howell, N. (2023, July). Designing with Biosignals: Challenges, Opportunities, and Future Directions for Integrating Physiological Signals in Human-Computer Interaction. In *Designing Interactive Systems Conference (DIS'23)*, Pittsburgh, PA, USA. ACM: 101–103. DOI
3. **Kitson, A.**, Desnoyers-Stewart, J., Miller, N., Adhikari, A., Stepanova, E. R., & Riecke, B. E. (2020, April). Can We Trust What's Real? Using Fiction to Explore the Potential Dissociative Effects of Immersive Virtual Reality. Presented at the *Ethics of MR'20 Workshop at ACM CHI 2020 (Exploring Potentially Abusive Ethical, Social and Political Implications of Mixed Reality Research in HCI)*, Honolulu, HI, USA: ACM: 1–4.
4. **Kitson, A.**, Buie, E., Stepanova, E. R., Chirico, A., Riecke, B. E., & Gaggioli, A. (2019, May). Transformative Experience Design: Using Interactive Technologies and Narrative to Support Transformative Experiences. In *Extended Abstracts of the 2019 CHI Conference on Human Factors in Computing Systems Extended Abstracts*, Glasgow, UK. ACM: 1–4. DOI
5. **Kitson, A.,** Gaggioli, A., & Riecke, B. E. (2019, May). Digital Wellbeing: Considering Self-transcendence. *CHI International Workshop on Designing for Digital Wellbeing*, Glasgow, UK. ACM: 1–4.
6. **Kitson, A.**, & Riecke, B. E. (2018, March). Can Lucid Dreaming Research Guide Self-Transcendent Experience Design in Virtual Reality? Presented at *the Virtual and Augmented Reality for Good Workshop at IEEE Virtual Reality 2018,* Reutlingen, Germany: IEEE: 1–4. DOI
7. Tong, X., **Kitson, A.**, Salimi, M., Gromala, D., & Riecke, B. E. (2016, March). Lost Spirit: An Embodied Flying Experience in a Virtual Reality Game with Kinect. *IEEE International Workshop on Mixed Reality Art (MRA)*, Greenville, SC: 5–6. DOI
8. **Kitson, A.**, Riecke, B. E., & Stepanova, E. R. (2015). Influence of Movement Expertise on a Virtual Point-to-Origin Task. Presented at *the MOCO'15 – 2nd International Workshop on Movement and Computing*, Vancouver, Canada: ACM: 100–103. DOI

Conference Proceedings

1. Billinghurst, M., Cesar, P., Gonzalez-Franco, M., Isbister, K., **Kitson, A.,** & Williamson, J. (2024). Social XR: The Future of Communication and Collaboration, *Dagstuhl Reports*, 13 (11): 1–29. DOI
2. **Kitson, A.**, Prpa, M., & Riecke, B. E. (2017, October). Designing virtual environments for breath-awareness and eliciting positive affective states. Poster presented at *the 3rd Annual Innovations in Psychiatry and Behavioral Health: Virtual Reality and Behavior Change*, Stanford, CA, USA.
3. **Kitson, A.**, Riecke, B. E., & Vidyarthi, J. (2014). Sonic Cradle: Investigating Meditative Aspects of an Interactive Technology. In *NCE-GRAND 2014 Conference.* Ottawa, Canada: 1–4.

3. FORTHCOMING PUBLICATIONS

D. Presentations and Special Lectures

Papers and Abstracts

2023-11	**Speaker - Seminar**. Social Communication and Connection in XR. Social XR: The Future of Communication and Collaboration, Dagstuhl, DE.
2023-07	**Speaker - Symposium**. Exploring Introspection with Lucid Loop: A Neurofeedback-Augmented Immersive Experience. CyPsy'23 Conference, Paris, FR.
2023-06	**Speaker - Paper**. Co-designing a Virtual Reality Intervention for Supporting Cognitive Reappraisal Skills Development with Youth. IDC '23 Conference, Chicago, IL, USA.
2022-06	**Speaker - Paper**. "There are a LOT of moral issues with biowearables"… Teaching Design Ethics through a Critical Making Biowearable Workshop. IDC '22 Conference, Braga, PRT.

2022-06 **Speaker - Paper**. Lucid Loop: Exploring the Parallels between Immersive Experiences and Lucid Dreaming. DIS ’22 Conference, Virtual presentation.

2020-07 **Speaker - Paper**. Designing Mind(set) and Setting for Profound Emotional Experiences in Virtual Reality. DIS ’20 Conference, Virtual presentation.

2019-06 **Speaker - Abstract**. Transcending the Lab: Using Storytelling and Theatre Practices to Support Self-Transcendent Experiences in Virtual Reality. CyPsy ’19 Conference, Norfolk, VA, USA.

2019-05 **Speaker - Workshop Paper**. Digital Wellbeing: Considering Self-transcendence. CHI ’19 Conference, Glasgow, Scotland, UK.

2018-06 **Speaker - Abstract**. Going Beyond: Lucid Dreaming as a Lens into Transformative Experience Design for Virtual Reality. CyPsy ’18 Conference, Gatineau, QC, CAN.

2018-04 **Speaker - Paper**. Are You Dreaming? Designing for Introspective Experiences in Virtual Reality through a Phenomenological Study on Lucid Dreaming Practices. CHI ’18 Conference, Montreal, QC, CAN.

2017-11 **Speaker - Abstract**. A User Study Comparing Two Low-Cost Chair Interfaces for Embodied Virtual Locomotion. Psychonomic Society ’17 Conference, Vancouver, BC, CAN.

2017-11 **Speaker - Short Paper.** Exploring Facial Expressions for Human-Computer Interaction: Combining Visual Face Tracking and EMG Data to Control a Flight Simulation Game. ISEA ’15 Conference, Vancouver, BC, CAN.

2016-03 **Speaker - Abstract.** Lost Spirit: An Embodied Flying Experience in a Virtual Reality Game with Kinect. IEEE VR ’16 Conference, Greenville, SC, USA.

2015-08 **Speaker - Abstract.** Influence of Movement Expertise on a Virtual Point-to-Origin Task. MOCO ’15 Conference, Vancouver, BC, CAN.

2015-08 **Speaker - Short Paper.** Sonic Cradle: Investigating Meditative Aspects of an Interactive Technology. GRAND NCE ’14 Conference, Ottawa, ON, CAN.

Invited Lectures and Presentations

2024-03 **Invited Speaker.** Impact the Future International Women’s Day 2024 by Women Techmakers and Google Developers Group, Vancouver BC, CAN.

2023-11 **Invited Speaker.** A Research through Design Case Study: Exploring Lucid Dreaming through a Neurofeedback-Augmented Virtual Reality Experience, Graduate Research Methods Course, Surrey BC, CAN.

2023-07 **Invited Speaker.** How might we create better health with virtual reality (VR)? Digital Health Research Series Presented by the BC Children's Hospital Research Institute (BCCHR) and the Women's Health Research Institute (WHRI), Vancouver, BC, CAN. Virtual presentation.

2023-06 **Invited Speaker.** Wearable and Immersive Technologies for Good: Designing Technology to Support Mental Health and Well-being, KTH FFF Seminar Series. Virtual presentation.

2022-06 **Invited Speaker**. How Can We Use Virtual Reality To Support Women's Mental Health? INTERFACE Women’s Health Summit, Vancouver, BC, CAN. Virtual presentation.

2021-06 **Invited Speaker**. SFU Convocation, Burnaby, BC, CAN. Virtual presentation.

2019-10 **Speaker**. Lucid Loop: A Virtual Deep Learning Biofeedback System for Lucid Dreaming Practice. VR/AR Association Global Summit, Vancouver, BC, CAN.

2019-02 **Invited Speaker**. Lucid Loop: A VR Bioresponsive System using Creative Artificial Intelligence for Lucid Dreaming Practices. MIT Media Lab, Cambridge, MA, USA.

2017-06 **Invited Speaker**. Teaching VR Development: lessons learned from High School and Undergraduate courses. Centre for Digital Media, Vancouver, BC, CAN.

2017-11 **Invited Speaker**. Are You Dreaming? A Phenomenological Study of Lucid Dreaming for Designing Virtual Reality. SFU Colloquium, Surrey, BC, CAN.

2016-07 **Invited Speaker**. Moving Through Virtual Reality: Is Illusory Self-Motion (Vection) More Than a Cool Sensory Experience? The University Women's Club of Vancouver, BC, CAN.

2015-11 **Invited Speaker**. Spatial Navigation and Orientation in Virtual Reality and Application in the Creation an Experiential Flying Game. SFU Colloquium, Surrey, BC, CAN.

Media Appearances

2024-05 Can virtual reality help teenagers manage their emotions?, Mornings with Simi CKNW

2024-05 SFU SIAT researcher uses virtual reality to help teen mental health, SFU News

2023-07 How might we create better health with virtual reality (VR)?, UBC Data Science and Health

2022-01 Impacts of biowearables on children, interview with SFU's The Peak

2021-12 B.C. student's VR tech gets lift off in experiment on astronaut loneliness, Global News

2021-12 This season, give the gift of tech literacy — not addiction — along with that device, The Conversation CA article by Alissa Antle

2021-12 The gift of technical literacy: researchers advise educating children this holiday season, my science news

2021-11 Canadian VR technology will aid isolation effects on a simulated long duration space flight, CBC Radio

2021-11 Earthgazing VR experience to help astronauts cope with loneliness, Education News Canada

2021-11 SFU's Earthgazing VR Experience Can Help Astronauts Deal with Isolation, ARVR News

2021-10 Virtual reality can combat isolation with awe and empathy — on Earth and in space, The Conversation CA article by Katerina Stepanova

2021-07 Dr. Alexandra Kitson receives Dean of Graduate Studies Convocation Medal, SFU Graduate Studies Blog

2021-06 Dr. Alex Kitson awarded Graduate Dean's Medal, SFU SIAT Blog

2020-12 The Second Mind, Trauma, and Dissociation, interview with Anoop Kumar, MD

2019-04 Lucid Loop: A Virtual Deep Learning Biofeedback System for Lucid Dreaming Practice, article on Medium

2016-05 A Day in the Life of a Graduate Student, SFU Graduate Studies Blog

Installation and Exhibition Participation

2023-11 **Local Exhibition - Artist, Narrative and Concept Design**. Awedyssey - Virtual Earthgazing to mitigate effects of sensory isolation. Curated immersive exhibition. *Cosmic Nights: Humans in Space.* H. R. MacMillan Space Centre, Vancouver, BC, CAN. Co-contributors: Miller, Noah (artist/UX/programmer); Desnoyers-Stewart, John (artist/UX/programmer); Stepanova, Katerina; (artist/designer); Adhikari, Ashu (artist/UX); Quesnel, Denise (artist/designer); Pennefather, Patrick (artist/sound); Riecke, Bernhard (direction).

2023-10 **National Curated Digital Exhibition - Design and Development**. "Embodied Telepresent Connection". Curated exhibition. Signals by Vancouver International Film Festival and DigiBC, Vancouver, BC, CAN. Co-contributors: Desnoyers-Stewart, John (director, lead artist, developer); Stepanova, Katerina (researcher); Liu, Pinyao (design); Ryzhov, Vlad (developer); Adhikari, Ashu (UI development); Pennefather, Patrick (sound design); Riecke, Bernhard (researcher).

2023-07 **International Exhibition - Artist, Design and Development Lead.** Exploring Introspection with

"Lucid Loop". Curated virtual reality showcase. Interactive Media Institute, Paris, FR. Co-contributors: Muntean, Reese (artist/researcher); DiPaola, Steve (artist/researcher); Riecke, Bernhard (researcher).

2022-10 **Local Exhibition - Design and UX Research Lead**. VR for Emotion Regulation in Youth. SFU Surrey Open House Exhibition, Surrey, BC, CAN. Co-contributors: Antle, Alissa (researcher); Veldhuis, Annemiek (researcher); Gara, Madison (designer); Ordoyo, John (programmer); Cimensel, Artun (programmer); Guo, Amy (designer).

2021-10 **International Exhibition - Artist, Narrative and Concept Design**. SIRIUS - Virtual Earthgazing to mitigate effects of sensory isolation. Curated and peer-reviewed immersive exhibition. V-Unframed by Alliance Française, Vancouver, BC, CAN. Co-contributors: Miller, Noah (artist/UX/programmer); Desnoyers-Stewart, John (artist/UX/programmer); Stepanova, Katerina; (artist/designer); Adhikari, Ashu (artist/UX); Quesnel, Denise (artist/designer); Pennefather, Patrick (artist/sound); Riecke, Bernhard (direction).

2021-10 **International Curated VR Exhibition - Design**. "In Air We Dream". Curated exhibition. Recto VRso by Laval Virtual, Vancouver, BC, CAN. Co-contributors: Liu, Pinyao (artist); Riecke, Bernhard (researcher); Stepanova, Katerina (researcher).

2019-08 **Local Digital Art Exhibition - UX Research**. "Transcending Perception": interactive virtual reality installation that allows participants to collaborate in the creative, improvisational production of multisensory experiences. Richmond World Festival Digital Carnival, Richmond, BC, CAN. Co-contributors: Desnoyers-Stewart, John (artist); Cuykendall, Shannon (researcher).

2019-05 **International Interactivity - Artist, Design and Development Lead**. "Lucid Loop": A Virtual Deep Learning Biofeedback System for Lucid Dreaming Practice. CHI Interactivity Hot Desk, Glasgow, Scotland. Co-contributors: Muntean, Reese (artist/researcher); DiPaola, Steve (artist/researcher); Riecke, Bernhard (researcher).

2017-05 **Local VR Exhibition - Design and Development Lead**. Low-cost Consumer Locomotion Interfaces for Virtual Navigation. Consumer Virtual Reality Exhibition, Vancouver, BC, CAN. Co-contributors: von der Hyde, Markus (developer); Stepanova, Katerina (designer/researcher); Quesnel, Denise (designer/researcher); Nguyen, Thinh (developer/researcher); Riecke, Bernhard (researcher).

2016-05 **Local VR Exhibition - Design and UX Research**. TeleSpider: Investigating Motion-Cueing Interfaces for Control of a Remote Robotic Spider. Consumer Virtual Reality Exhibition. Co-contributors: von der Hyde, Markus (developer); Stepanova, Katerina (designer/researcher); Hashemian, Abraham (developer/researcher); Riecke, Bernhard (researcher).

Other Presentations

2021-11 **Speaker**. Virtual reality: supporting our mental health through emotion regulation skills training. TEDxSFU, New Westminster, BC, CAN. YouTube video

E. Teaching and Design

2022-09 – 2022-12 **Substitute Lecturer**, SFU, Surrey, BC, CAN. IAT 804: Foundations of Research Design. 22 students. I delivered lectures to Masters and PhD students on quantitative research methods; graded creation research assignments; facilitated a research question development activity.

2021-04 – 2021-12 **Course Delivery (Lecturer) and Development**, SFU, Surrey, BC, CAN. IAT 804: Foundations of Research Design. 27 students. I led on course lecture delivery, graded assignments and final proposals, provided timely feedback on Slack and email; surveyed students on their course experience, documented areas for course improvement, and provided a list of recommendations for course changes to the graduate programming committee.

2021-01 – 2021-04 **Teaching Assistant**, SFU, Online. IAT 445: Immersive Environments. 48 students. I led technical workshops on VR, Unity and C#, graded Unity projects and written assignments, and redesigned material for remote learning.

2020-09 – 2020-12	**Teaching Assistant**, SFU, Online. IAT 445: Immersive Environments. 40 students. I led technical workshops on VR, Unity and C#, graded Unity projects and written assignments, and redesigned material for remote learning.
2020-01 – 2020-04	**Teaching Assistant**, SFU, Surrey, BC, CAN and Online. IAT 802: Quantitative Research Methods. 8 students. I led workshops on statistical methods with JMP and SPSS. I helped students design, conduct, and analyze quantitative research experiments.
2019-09 – 2019-12	**Teaching Assistant**, SFU, Surrey, BC, CAN. IAT 804: Foundations of Research Design. 22 students. I redesigned and refined activities and course material based on the previous year's feedback. I graded assignments, held tutorials, and monitored online discussion forums. I also organized a mock conference on EasyChair with student reviews.
2019-09 – 2019-09	**Substitute Lecturer**, SFU, Surrey, BC, CAN. IAT 804: Foundations of Research Design. 22 students. I filled in as lecturer during the first three weeks of class. I performed 1.5 hr lectures followed by 1.5hr activities. I also organized a guest lecture with the ethics board staff.
2019-09 – 2020-05	**Digital Media Facilitator**, SFU Library, Burnaby, BC, CAN. Media and Maker Commons. IMMC is a collaborative, hands-on learning space where I facilitated play and making with tools such as a 3D printer, laser cutter, recording studio, podcast studio, sewing machine, virtual reality headset, and 360 video recorders. I created Canvas course content, website descriptions, on-site orientation manuals, and online workshops. website link
2018-09 – 2018-12	**Teaching Assistant**, SFU, Surrey, BC, CAN. IAT 804: Foundations of Research Design. 20 students. I redesigned and refined activities and course material based on the previous year's feedback. I graded assignments, held tutorials, and monitored online discussion forums. I also organized a mock conference on EasyChair with student reviews.
2018-01 – 2018-04	**Teaching Assistant**, SFU, Surrey, BC, CAN and Online. IAT 802: Quantitative Research Methods. 8 students. I led workshops on statistical methods with JMP and SPSS. I helped students design, conduct, and analyze quantitative research experiments.
2017-09 – 2017-12	**Teaching Assistant**, SFU, Surrey, BC, CAN. IAT 804: Foundations of Research Design. 30 students. I designed and led tutorials on statistical methods and phenomenology, facilitated in-class activities, marked assignments, and monitored online discussion forums.
2017-05 – 2017-08	**Teaching Assistant**, SFU, Surrey, BC, CAN. IAT 445: Immersive Environments. 40 students. I led technical workshops on VR, Unity and C#, marked papers and exams, gave lectures and organized an end-of-term public showcase with industry and media invites.
2016-09 – 2016-12	**Teaching Assistant**, SFU, Surrey, BC, CAN. IAT 445: Immersive Environments. 40 students. I led technical workshops on VR, Unity and C#, marked papers and exams, gave lectures and organized an end-of-term public showcase with industry and media invites.
2014-06 – 2017-08	**Lead Instructor**, UW, Seattle, WA, USA; UBC, Vancouver, BC, CAN. Digital Media Academy. This was a summer technology camp for kids aged 6-17, class sizes 4-30 students.The courses I taught: Game Design for Virtual Reality with Unity; Programming with Minecraft, Swift, and Processing; Introduction to Game Programming with Python & Java; Advanced Game Programming with C#; PC/iOS Game Development with Unity; Robotics and Programming with LEGO EV3; Java for App & Game Development; Programming & App Development for iPhone & iPad.
2013-01 – 2013-05	**Teaching Assistant**, UBC, Vancouver, BC, CAN. COGS 300: Understanding and Designing Cognitive Systems. 25 students. I facilitated lab sessions with Lego Mindstorms, presented lectures and marked papers and exams. I provided general support and one-on-one assistance for students.

F. Research Supervision

1. UNDERGRADUATE EDUCATION

2023-01 – present	**Research Volunteer,** Melissa Chan, Student's Current Position: BSc Psychology. Student's Current Institution: University of Waterloo. 2nd year, *VR Emotion Regulation for Youth.*
2022-05 – 2023-05	**Research Assistant - Unity Developer**, Artun Cimensel, Student's Current Position: Client Game Developer at Game Hive. Student's Past Institution: SFU. *VR Emotion Regulation for Youth.*
2022-05 – 2022-12	**Research Assistant - Unity Developer**, John Ordoyo, Student's Current Position: BSc

	Software Systems. Student's Current Institution: SFU. 4th year, *VR Emotion Regulation for Youth.*
2022-05 – 2022-08	**Visiting Research Student**, Madison Gara, Student's Current Position: BSc Computer Science. Student's Current Institution: U of Guelph. 2nd year, *VR Emotion Regulation for Youth.*
2022-05 – 2022-08	**Research Volunteer**, Amy Guo, Student's Current Position: BA Interactive Arts & Technology. Student's Current Institution: SFU. 3rd year, *VR Emotion Regulation for Youth.*
2019-12 – 2021-12	**Research Assistant**, Zoe Dao-Kroeker, Student's Current Position: Learning Experience Designer at Circuit Stream. Student's Past Institution: SFU. *Designing biotech ethics cards: Promoting critical making during an online workshop with youth.* Awards: SFU Undergraduate Student Research Award; NSERC Undergraduate Student Research Award. Supervisor: Alissa Antle.
2019-06 – 2019-01	**Research Assistant**, Natasha Wainwright, Student's Current Position: Co-founder at Watershed.io. Student's Past Institution: SFU. Graduated. *Transcending the Lab: Supporting Self-Transcendent Experiences in VR.* Supervisor: Bernhard Riecke.
2014-01 – 2014-04	**Research Assistant**, Katerina Stepanova, Student's Current Position: Interactive Arts & Technology. Student's Current Institution: SFU. PhD, *Virtual Reality as a Medium for Designing and Understanding Transformative Experiences: The Case of the Overview Effect.* Awards: SSHRC Doctoral Award. Supervisor: Bernhard Riecke.

2. GRADUATE EDUCATION

2023-01 – present	**MSc Student,** Sadhbh Kenny, Student's Current Position: MSc Interactive Arts & Technology. Thesis topic: *Critical Empowerment in Child and Youth Digital literacy Research and Policy.* Supervisor: Alissa Antle.
2023-01 – present	**Research Assistant,** Kenneth Karthik, Student's Current Position: MSc Interactive Arts & Technology. Thesis topic: *Hyperjump: Integrating Continuous and Teleporting VR Locomotion.* Supervisor: Bernhard Riecke.
2023-01 – present	**Research Assistant,** Ashu Adhikari, Student's Current Position: HCI Researcher at SFU. Thesis topic: *Improving Spatial Orientation in Virtual Reality with Leaning-based Interfaces.* Supervisor: Bernhard Riecke.
2020-12 – 2023-04	**MSc Student**, Katrien Jacobs, Student's Current Position: MSc student, Student's Current Institution: SFU. 2nd year. Thesis topic: *Visual Scripting Tools for Virtual Reality Development.* Supervisor: Alissa Antle
2020-12 – 2021-04	**PhD Student,** Boxiao Gong, Student's Current Position: Developer at Beijing Interjoy Technology Ltd. Thesis topic: *AR Applications for Early Childhood Language Education.* Supervisor: Alissa Antle
2020-09 – 2022-06	**MSc Student,** Pinyao Liu, Student's Current Position: HCI Researcher at SFU. Thesis topic: *Exploring the Transformative Potential of Immersive Technology through Embodied Interaction.* Awards: Mitcas Graduate Fellowship. Supervisor: Bernhard Riecke.
2017-09 – 2019-06	**MSc Student,** Matin Lotfaliei, Student's Current Position: Software Developer Engineer at MistyWest. Thesis topic: *Embodied and Intuitive Flying for VR, Gaming, and TeleOperation.* Supervisor: Bernhard Riecke.

3. CONTINUING EDUCATION

2024-02	**Having Difficult Conversations & Resolving Conflict, SFU.** Two-hour workshop for SFU postdocs on describing resources and support services that are available to SFU students and employees who have been impacted by bullying, harassment, and discriminatory harassment; identifying SFU policies relevant to support; learning about equity and barriers to equity including implicit bias; and gaining skills and strategies to interrupt and respectfully challenge biases when they occur.
2023-09	**Community in Practice Day, SFU.** Full-day series of events planned in coordination with the Faculty Advisor in Equity, Community and Care to address issues of racism in the school and across the university. Included a faculty-wide webinar community discussion on Safe Space

	for White Questions led by Jay Parasram and Alex Khasnabish.
2021-08	**Frankly Teaching: Race, Racism, Discrimination & Decolonial Pedagogy As If It Matters from a teaching and learning stance, SFU.** 1.5-hr workshop to revisit the discussions on systemic racism, anti-Indigenous racism, anti-Black racism and decolonizing tools of education. The aim is to come up with strategies on how to engage our students in decolonizing pedagogies using Indigenous ways of knowing.
2021-08	**Better Presentations: Building Confidence and Connections, SFU.** Two-hour participatory workshop on how to build confidence, warm up your audience, and create an inclusive and open atmosphere for online learning.
2021-06	**Healing the Wound with the Weapon: University instruction, Reconciliation and Healing, SFU.** Two-hour seminar with Kevin Lamoureux on how university faculty can contribute to social well-being through the gift of reconciliation given to us by the Truth and Reconciliation Commission of Canada.
2016-05 – 2017-05	**APEX Certificate Program, SFU.** The APEX Certificate is a structured professional development program for graduate students and postdoctoral fellows. The program requirements are four APEX core sessions and 100 professional development hours. This program is designed to help with the following: * Improve and build upon transferable skills and experience; * Explore potential careers of interest; * Expand professional network; * Build a portfolio of professional documents; * Build confidence in knowledge, skills and abilities.
2015-09 – 2015-12	**Certificate Program in University Teaching and Learning, SFU.** Four-month, 120 hour, Senate approved non-credit certificate. Full-scale course design, teaching philosophy statement, presentations.
2015-08	**Instructional Skills Workshop, SFU.** 3-day workshop involving the following: * planning lessons and delivering them effectively, * developing participatory instructional activities, * providing and receiving effective feedback, * creating and participating in meaningful discussions about teaching