

Alexandra Kitson, B.Sc., Ph.D.

researcher, designer, instructor

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Personal Statement

I am an interdisciplinary researcher and lecturer of HCI, Design, and Psychology. I taught at both the undergraduate and graduate levels. My research interests lie at the intersection of virtual reality, positive psychology, digital health, wearable computing, and user experience design. I obtained my PhD in Interactive Arts & Technology from Simon Fraser University and my BSc in Cognitive Systems: Cognition and Brain from the University of British Columbia. My projects are focused around how we can design technology to support well-being, mental health, and connection. I have published and served as a reviewer in conferences and journals such as CHI, DIS, IEEE VR, SUI, 3DUI, ISEA, and Frontiers in Psychology and Behavioural Neuroscience. I have won multiple awards including the Doctoral Award from the Social Science, Humanities Research Council and many institutional awards and fellowships totaling over \$50,000 over the past five years. I served on several committees, chairing the graduate student caucus for four years, and facilitated the opening of SFU Library's Maker and Media Commons.

Education

2014-09 – 2020-12	Simon Fraser University, Surrey, CAN, PhD in Interactive Arts and Technology Thesis title: <i>Designing for Self-transcendent Experiences in Virtual Reality</i> Thesis supervisor: Bernhard E. Riecke Committee members: Alissa Antle, Andrea Gaggioli
2008-09 – 2013-05	University of British Columbia, Vancouver, CAN, BSc in Cognitive Systems: Cognitive and Brain Thesis title: <i>Influences on Spatial Navigation Strategy in Virtual Environments</i> Thesis supervisor: Eric Vatikiotis-Bateson [deceased, 2017]
2011-09 – 2012-06	ETH Zürich, Zürich, CHE in Neuroinformatics Exchange program, graduate-level courses Highest grade in <i>Comparative Behavioural Neuroscience</i>

Employment

2021-02 – present	Postdoctoral Fellow , TECI Lab, SFU
2019-12 – 2021-01	Research Assistant , TECI Lab, SFU
2019-09 – 2020-05	Media and Maker Commons Facilitator , Library, SFU
2016-09 – 2020-12	Teaching Assistant , SFU
2014-06 – 2017-08	Instructor , Digital Media Academy
2013-01 – 2020-12	Research Assistant , iSpace Lab, SFU
2013-01 – 2013-05	Teaching Assistant , UBC

Awards and Distinctions

2020	Graduate Fellowship, SFU, \$6500
2020	Westak International Sales Inc. Graduate Scholarship, \$700
2019	Travel and Minor Research Award, SFU, \$500
2019	Graduate Fellowship, SFU, \$6500
2019	Helmut and Hugo Eppich Family Graduate Scholarship, \$1000
2018	Travel and Minor Research Award, SFU, \$1500
2018	GSS Professional Development Grant, SFU, \$500

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2018	Doctoral Award, SSHRC, \$20000/yr , SFU
2018	Graduate Fellowship, SFU, \$6500
2018	The Franklin D. & Helen K. Van Pykstra Graduate Scholarship, SFU, \$3500
2018	Travel and Minor Research Award, SFU, \$500
2017	Distress Services Award, Vancouver Crisis Centre
2017	Open Access Award, SFU, \$100
2017	Vanier Canada Graduate Scholarship, NSERC, \$50000/yr (SFU nomination)
2017	Doctoral Graduate Scholarship, NSERC, \$21000/yr (SFU nomination)
2017	Graduate Fellowship, SFU, \$6500
2017	The Clark Wilson Graduate Scholarship, \$1400
2016	3MT Competition Finalist (Semi-Final Winner), SFU, \$100
2016	500 Hours for Community Service Award, Vancouver Crisis Centre
2016	Travel and Minor Research Award, SFU, \$500
2015	FCAT Graduate Fellowship, SFU, \$3250
2012	Crichton Family Bursary, UBC, \$1000
2012	Kelly and Diane Gibney Bursary in Science, UBC, \$150
2008	Catalyst Paper Corporation Scholarship, UBC, \$3000
2008	Norman MacKenzie Alumni Entrance Scholarship, UBC, \$2000
2008	President's Entrance Scholarship, UBC, \$2000

Publications¹²

* *presenting author*

Refereed Journals

- 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](#)
- 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](#)
- 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](#)

Refereed Conference Proceedings: Full Papers

- 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 *Proceedings of the Designing Interactive Systems (ACM DIS) Conference*. Eindhoven, Netherlands: ACM: 1-14. [DOI](#)
- 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](#)

¹ 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.

² 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.

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- Kitson, A.**, Hashemian, A. M., Stepanova, E. R., Kruijff, E., & Riecke, B. E.* (2017). Comparing Leaning-Based Motion Cueing Interfaces for Virtual Reality Locomotion. Presented at 3DUI, LA, CA, USA: 73–82. [DOI](#)
- 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](#)
- 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](#)

Refereed Conference Proceedings: Short Papers

- 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.
- 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.
- 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](#)
- 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.
- 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.
- 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.
- 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.
- 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.
- Kitson, A.**, Hashemian, A. M., Stepanova, E. R., Kruijff, E., & Riecke, B. E.* (2017). Lean Into It: Exploring Leaning-Based Motion Cueing Interfaces for Virtual Reality Movement. *IEEE Virtual Reality (VR)*, LA, CA: 215-216. [DOI](#)
- Freiberg, J., **Kitson, A.**, & Riecke, B. E.* (2017). Development and Evaluation of a Hands-Free Motion Cueing Interface for Ground-Based Navigation. *IEEE VR*, LA, CA: 273-274. [DOI](#)
- 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.
- 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.
- 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.
- 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.

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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](#)

Kitson, A.*, Sproll, D., & Riecke, B. E. (2014). Does Movement Experience Influence Navigation Strategy in a Virtual Point-to-Origin Task? Poster, Psychonomics 2014, LA, USA.

Juried or Refereed, Archival Workshop Papers

Kitson, A.*, Desnoyers-Stewart, J., Miller, N., Adhikari, A., Stepanova, E. R., & Riecke, B. E. (2020). 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.

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](#)

Kitson, A.*, Gaggioli, A., & Riecke, B. E. (2019). Digital Wellbeing: Considering Self-transcendence. CHI International Workshop on Designing for Digital Wellbeing, Glasgow, UK. ACM: 1-4.

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.

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](#)

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](#)

Non-refereed Conference Proceedings

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.

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.

Work in Progress

Antle, A. & **Kitson, A.** 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, (under review).

Kitson, A., Antle, A., Murai, Y., Adibi, A., Candau, Y., Desnoyers-Stewart, J., Jacobs, K. & Dao-Kroeker, Z.. Scaffolding reflection on potential ethical impacts of biowearables in a critical making workshop for youth. FabLearn Europe 2021 Conference, (short paper under review).

Murai, Y., Antle, A., **Kitson, A.**, Adibi, A., Candau, Y., Desnoyers-Stewart, J., Jacobs, K. & Dao-Kroeker, Z. Scaffolding online distributed critical making: lessons learned. FabLearn Europe 2021 Conference, (full paper under review).

Kitson, A., Muntean, R., Riecke, B. E., & DiPaola, S. Exploring focused attention with a neurofeedback and virtual reality system for lucid dreaming. International Conference on Multimodal Interaction, (in progress, submission expected May 26, 2021).

Desnoyers-Stewart, J., Cuykendall, S., **Kitson, A.**, Riecke, B. E., & Schiphorst, T. Immersive Installation for Creative Expression and Public Performance: Transcending Perception. (data analysis).

Scholarly and Professional Activities

Invited Presentations

2019-10

VR/AR Association Global Summit, Vancouver, BC, CAN

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- 2019-02 **Lucid Loop: A Virtual Deep Learning Biofeedback System for Lucid Dreaming Practice.** International invited 5 min. oral presentation.
Dream x Engineering Workshop, MIT Media Lab, Cambridge, MA, USA
- 2017-06 **Lucid Loop: A VR Bioresponsive System using Creative Artificial Intelligence for Lucid Dreaming Practices.** International invited 15 min. oral presentation.
AR/VR Meetup, Centre for Digital Media, Vancouver, BC, CAN
Teaching VR Development: lessons learned from High School and Undergraduate courses. Local invited 10 min. oral presentation.
- 2017-11 **Colloquium**, SFU, Surrey, CAN
Are You Dreaming? A Phenomenological Study of Lucid Dreaming for Designing Virtual Reality. Local invited 30 min. oral presentation.
- 2016-07 **The University Women's Club of Vancouver**, BC, CAN
Moving Through Virtual Reality: Is Illusory Self-Motion (Vection) More Than a Cool Sensory Experience? Local invited 5 min. oral presentation.
- 2015-11 **Colloquium**, SFU, Surrey, CAN
Spatial Navigation and Orientation in Virtual Reality and Application in the Creation an Experiential. Local invited 30 min. oral presentation.

Conference and Exhibition Participation

- 2019-08 **Richmond World Festival Digital Carnival**, Richmond, BC, CAN
Transcending Perception: interactive virtual reality installation that allows participants to collaborate in the creative, improvisational production of multisensory experiences.
Artist credit: John Desnoyers-Stewart
- 2017-05 **Consumer Virtual Reality (CVR) Conference**, Vancouver, BC, CAN
Low-cost Consumer Locomotion Interfaces for Virtual Navigation. Local demonstration booth.
- 2016-05 **Consumer Virtual Reality (CVR) Conference**, Vancouver, BC, CAN
TeleSpider: Investigating Motion-Cueing Interfaces for Control of a Remote Robotic Spider. Local demonstration booth.

Continuing Education Activities

- 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

Grants

- 2019 **SFU Innovates**, Wearables and Technical Apparel Seed-funding, \$15,000
AGE-WELL Digital Health Circle: Wearables for Embodied Telepresent Human Connection. Co-wrote application.
- 2019 **SSHRC Institutional Grant**, \$7,000
Synchronization through a Virtual Reality installation for interpersonal connection. Co-wrote application.
- 2018 **SSHRC Doctoral Award**, \$20,000
Putting the Human Back in Human-Computer Interactions: Designing Positive Experiences for Young Adults to Increase Meaningful Connection through Virtual and Augmented Realities. Independent application.
- 2017 **SSHRC Institutional Grant**, \$10,000

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- 2017 Understanding the Overview Effect Delivered through Virtual Reality for Creating Positive Change: Phenomenological and Quantitative Approaches. Co-wrote application.
NSERC Engage Grant, NGX Interactive, \$25,000
EarthGazement: a virtual reality experience of the overview effect. Co-wrote application.
- 2016 **NSERC Engage Grant**, Archiact, \$25,000
Using motion seats for enhancing locomotion and immersion in VR. Co-wrote application.

Research Positions

- 2021-02 – present **Postdoctoral Fellow**, TECI Lab, SFU
Research on the potential ethical impacts of biowearables on youth and research on understanding the impact of COVID on children (see below). Assisting Dr. Antle in lab organization, software and data management, equipment management, and student supervision. Writing interdisciplinary papers for venues that intersect with HCI, children, and education.
- 2020-10 – 2021-01 **Research Assistant**, TECI Lab, SFU
Co-design study with children in understanding the impact and coping strategies during COVID-19 as a way to inform the design of an app for helping children connect and access resource remotely.
- 2019-12 – 2021-01 **Research Assistant**, TECI Lab, SFU
A participatory approach to explore the potential ethical impacts of biowearables, involving creating and running youth workshops in critical making of a biowearable-tangible. My role is in leading a small team of graduate and undergraduate students in prototyping a biowearable-tangible system, facilitating meetings, project management, and co-authoring a paper.
- 2019-10 – 2020-12 **Research Assistant**, iSPACE Lab, SFU
AGE-WELL Digital Health Circle project exploring and developing a wearable system for embodied human telepresent communication and connection. My role is in initial prototyping through participatory design, concept validation, and community dissemination through workshops, presentations, exhibitions, and publications
- 2019-10 – 2020-07 **Research Assistant**, iSPACE Lab, SFU
NEK/NASA research project exploring virtual earthgazing as a countermeasure to augment sensory stimulation during isolation and confinement. My role is in facilitating and consulting on project design and development of a virtual reality experience with the HTC Vive Pro Eye.
- 2019-09 – 2020-08 **Research Assistant**, iSPACE Lab, SFU
SSHRC small institutional grant exploring the potential of immersive public art installations to support the feeling of connection between participants. I helped consult on the two projects as case studies, as well as collect data at a public digital art showcase. Data analysis is still in progress.
- 2019-09 – 2020-05 **Digital Media Facilitator**, Maker and Media Commons, SFU Library
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**, TECI Lab, SFU
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
Investigated the affordance of media-rich project-based immersive learning environments and how to adapt an agile process and regular feedback to enhance

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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

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 & TECI Lab, SFU

SSHRC small institutional grant investigating the awe-inducing experience leading to an awareness shift experienced by space travelers 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 physiological correlates.

2017-03 – 2017-09

Research Assistant, iSPACE Lab, SFU

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 in data collection (Stepanova et al., Psychonomics 2017).

2015-09 – 2016-02
and

2017-01 – 2017-06

Research Assistant, iSPACE Lab, SFU

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 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

NSERC Engage grant with Christie Digital. Lead graduate student for a team for 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

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

Part of the Moving Stories SSHRC Insight partnership grant with Thecla Schiphorst, I investigated 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

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 Assistant, iSPACE Lab, SFU

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).

Teaching & Facilitation Positions

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- 2021-01 – 2021-04 **Teaching Assistant**, Simon Fraser University
IAT 445: Immersive Environments. 48 students. Leading technical workshops, marking papers and exams, and redesigned material for remote learning.
- 2020-09 – 2020-12 **Teaching Assistant**, Simon Fraser University
IAT 445: Immersive Environments. 40 students. Lead technical workshops, marked papers and exams, and redesigned material for remote learning.
- 2020-01 – 2020-04 **Teaching Assistant**, Simon Fraser University
IAT 802: Quantitative Research Methods. 22 students. Lead workshops on statistical methods with JMP and SPSS. I helped students design, conduct, and analyze quantitative research experiments.
- 2019-09 – 2019-09 **Lecturer (temp)**, Simon Fraser University
IAT 804: Foundations of Research Design. 22 students. Filled in as lecturer during the first three weeks of class. Performed 1.5 hr lectures followed by 1.5hr activities. Organized guest lecture with ethics board staff.
- 2019-09 – 2020-05 **Media and Maker Commons Facilitator**, Library, SFU
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**, Simon Fraser University
IAT 804: Foundations of Research Design. 20 students. Redesigned and refined activities and course material based on last-year's feedback. Graded assignments, held tutorials, and monitored online discussion forum. Organized mock-conference on EasyChair with student reviews.
- 2018-01 – 2018-04 **Teaching Assistant**, Simon Fraser University
IAT 802: Quantitative Research Methods. 9 students. Co-created an online, public guide to statistical methods with JMP and SPSS. Lead tutorials, graded assignments, and implemented just-in-time-teaching methods.
- 2017-09 – 2017-12 **Teaching Assistant**, Simon Fraser University
IAT 804: Foundations of Research Design. 30 students. Designed and lead tutorial on statistical methods and phenomenology, facilitated in-class activities, marked assignments, and monitored online discussion forum.
- 2017-05 – 2017-08 **Teaching Assistant**, Simon Fraser University
IAT 445: Immersive Environments. 40 students. Lead technical workshops, marked papers and exams, gave lectures, and organized end-of-term public showcase with industry and media invites.
- 2016-09 – 2016-12 **Teaching Assistant**, Simon Fraser University
IAT 445: Immersive Environments. 40 students. Lead technical workshops, marked papers, gave lectures, and developed course content for VR workshops. Provided general support and one-on-one assistance for students.
- 2014-06 – 2017-08 **Lead Instructor**, Digital Media Academy, University of Washington & University of British Columbia
Summer technology camps for kids aged 6-17, class sizes 4-30 students.
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**, University of British Columbia
COGS 300: Understanding and Designing Cognitive Systems. 25 students. Facilitated lab sessions with Lego Mindstorms, presented lectures, and marked papers and exams. Provided general support and one-on-one assistance for students.

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Community Service

- 2014-06 – 2019-06 **Distress Services Mentor**, Crisis Intervention and Suicide Prevention Centre
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**, Simon Fraser University
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 Volunteer**, Crisis Intervention and Suicide Prevention Centre of BC
Over 500 hours of providing callers and chatters with support for alleviating emotional distress and setting short term goals.
- 2009-09 – 2011-09 **Occupational Therapy Volunteer, Vancouver General Hospital**
Support for evening programs, facilitating crafts, music therapy, games, and outings.
- 2010-09 – 2013-05 **First-year Mentorship Program**, University of British Columbia
I helped enable active involvement in orienting and guiding first year students, meeting throughout the year for continued support.
- 2004-09 – 2008-08 **Figure Skating Club CanSkate Instructor**, Port McNeill Skating Club
Volunteer to teach children aged 5-12 the fundamentals of ice skating, organizing games and activities around the curriculum.

Academic Service

Memberships on Committees

- 2015-09 – 2019-12 **Chair**, Graduate Caucus Student Association
The main contact point for the caucus graduate student body. Responsible for implementing Robert's Rules of Order for ensuring that meetings are run smoothly, items on the agenda are discussed, procedures are followed, and people are heard at the meeting. I lead a student-driven experience survey that was presented to the school and faculty. I helped organized social events, writing, TA application, and annotated bibliography workshops.
- 2015-09 – 2019-08 **PhD Representative**, Graduate Program Committee
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 include graduate courses, IP rights, student experience, student recruitment, and community building.
- 2015-09 – 2019-12 **Caucus Representative**, SFU Graduate Student Society
Primary representative of graduate students in university affairs. Helped to provide a group benefit plan, grants and other funding, socials, student spaces, and support to departmental caucuses.
- 2014-09 – 2015-08 **Vice-Chair**, Graduate Caucus Student Association
Assisted the chair in their responsibilities and filled in when the chair was absent.

Memberships on Scholarly Societies

- 2017 – present **ACM Student Membership**
2014 – present **IEEE Student Membership**
2014 – 2017 **Psychonomics Society Membership**

Associate Chair

- 2021 **CHI 2021 LBW**, single-blind, refereed: 7

Reviewer

- 2021 **IMX 2021 Conference**, double-blind, refereed: 1

Alexandra Kitson, B.Sc., Ph.D.

2020	TEI 2021 Conference , single-blind, refereed: 1
2020	IEEE VR 2021 Conference , double-blind, refereed: 1
2020	CHI 2021 Conference , double-blind, refereed: 3
2020	Philosophical Transactions B , single-blind, refereed: 1
2020	DIS 2020 Conference , double-blind, refereed: 1
2019	CHI 2020 Conference , double-blind, refereed: 6
2019	TEI 2020 Conference , single-blind, refereed: 2
2019	IEEE VR 2020 Conference , double-blind, refereed: 4
2019	UIST 2019 Conference , double-blind, refereed: 1
2018	CHI 2019 Conference , double-blind, refereed: 3
2018	IEEE VR 2019 Conference , double-blind, refereed: 3
2018	IEEE VR 2019 Journal , double-blind, refereed: 3
2017	CHI 2018 Conference , double-blind, refereed: 1
2016	CHI 2017 Conference , double-blind, refereed: 2
2016	IEEE VR 2017 Conference , double-blind, refereed: 3
2014	NCE-GRAND Conference , double-blind, refereed: 3

Interests

Long-distance running
Hiking
Yoga
Figure skating
Meditation
Stand up paddle boarding
Lucid dreaming
Making kombucha