

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

Postgraduate, Research and Specialty Training

2021-02 – present **Postdoctoral Fellow**, Digital Mental Health with Youth, School of Interactive Arts & Technology, Simon Fraser University, Surrey, BC, Canada, Supervisor(s): Alissa Antle, Petr Slovak (King's College London)

2. EMPLOYMENT

Current Appointments

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 undergraduate and graduate students in the design and development of VR interventions (Unity – C#) to support emotion regulation skills development for youth. We conducted a pilot workshop with four VR prototypes and teens to understand the unique needs and preferences of youth.
2021-07 – present **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.

Prior Appointments

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 led 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)

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2020-10 – 2021-01
Research Assistant, Tangible Embodied Child-Computer Interaction Lab, School of Interactive Arts & Technology, SFU, Surrey, BC, CAN
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, Surrey, BC, CAN
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, Surrey, BC, CAN
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, Burnaby, BC, CAN
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, Surrey, BC, CAN
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, Surrey, BC, CAN
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, Burnaby, BC, CAN
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, Surrey, BC, CAN
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, Surrey, BC, CAN
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
and 2015-09 – 2016-02
Research Assistant, iSPACE Lab, SFU, Surrey, BC, CAN
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).

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2015-01 – 2015-06

Research Assistant, iSPACE Lab, SFU, Surrey, BC, CAN

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, Surrey, BC, CAN

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, Vancouver, BC, CAN

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, Surrey, BC, CAN

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, Surrey, BC, CAN

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

- 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

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Professional Associations

2017 – present **ACM Membership**
2014 – 2020 **IEEE Membership**
2014 – 2017 **Psychonomics Society Membership**

Administrative Activities

Simon Fraser University

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

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: 8¹

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

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

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

2018 IEEE TVCG, Papers. Number of Reviews: 3

¹ Special recognition for an outstanding review

CONFERENCE PAPER REVIEWS

2021	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 ²
2020	Tangible Embodied Interaction (TEI). Number of Reviews: 1
2020	IEEE VR. Number of Reviews: 1
2020	Computer-Human Interaction (CHI). Number of Reviews: 3 ³
2020	Designing Interactive Systems (DIS). Number of Reviews: 1
2020	VR Software and Technology (VRST). Number of Reviews: 1
2019	Computer-Human Interaction (CHI). Number of Reviews: 6
2019	Tangible Embodied Interaction (TEI). Number of Reviews: 2
2019	IEEE VR. Number of Reviews: 4
2019	User Interface Software and Technology (UIST). Number of Reviews: 1
2018	Computer-Human Interaction (CHI). Number of Reviews: 3
2018	IEEE VR Conference, Papers. Number of Reviews: 3
2017	Computer-Human Interaction (CHI). Number of Reviews: 1
2016	Computer-Human Interaction (CHI). Number of Reviews: 2
2016	IEEE VR Conference. Number of Reviews: 3
2014	NCE-GRAND Conference. Number of Reviews: 3

Other Research and Professional Activities

COMMUNITY SERVICE

2014-06 – 2019-06	Distress Services Mentor , Crisis Intervention and Suicide Prevention Centre, Vancouver, BC, CAN <i>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.</i>
2015-05 – 2015-08	Undergraduate Mentor , SFU, Surrey, BC, CAN <i>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.</i>
2012-11 – 2019-06	Distress Services Mentor , Crisis Intervention and Suicide Prevention Centre, Vancouver, BC, CAN <i>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.</i>
2010-09 – 2013-05	First Year Mentorship Program , UBC, Vancouver, BC, CAN <i>I helped enable active involvement in orienting and guiding first-year students, meeting throughout the year for continued support.</i>
2009-09 – 2011-09	Occupational Therapy Volunteer , Vancouver General Hospital, Vancouver, BC, CAN <i>I provided support for evening programs, including facilitating crafts, music therapy, games, and outings.</i>

² Special recognition for an outstanding review

³ Special recognition for two outstanding reviews

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: 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: 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: 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: 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: 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: 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^{4,5}

Journal Articles

1. 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](#)
2. 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](#)
3. 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](#)
4. **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](#)
5. **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](#)
6. **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](#)

Conference Proceedings: Full Papers

1. **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](#)
2. 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](#)
3. 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](#)
4. 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](#)
5. 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](#)
6. **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 (DIS'20) Conference*. Eindhoven, Netherlands: ACM: 1–14. [DOI](#)
7. **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](#)

⁴ 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.

⁵ 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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8. **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. In *2017 IEEE Symposium on 3DUI*, LA, CA, IEEE, USA: 73–82. [DOI](#)
9. 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](#)
10. 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. 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](#)
2. 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](#)
3. **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 24th Annual CyberPsychology, CyberTherapy & Social Networking Conference, Norfolk, VA, USA.
4. **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 24th Annual CyberPsychology, CyberTherapy & Social Networking Conference, Norfolk, VA, USA.
5. **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](#)
6. **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.
7. 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.
8. 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](#)
9. **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.
10. 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.
11. **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](#)
12. Freiberg, J., **Kitson, A.**, & Riecke, B. E. (2017, March). Development and Evaluation of a Hands-Free Motion Cueing Interface for Ground-Based Navigation. IEEE VR, LA, CA: 273–274. [DOI](#)
13. **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.
14. 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.
15. 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.
16. 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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17. **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](#)
18. **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.

2. NON-PEER-REVIEWED PUBLICATIONS

Juried Archival Workshop Papers

1. **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.
2. **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](#)
3. **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.
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. [DOI](#)
5. 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](#)
6. **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. **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.
2. **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. PUBLICATIONS UNDER REVIEW, ACCEPTED, & FORTHCOMING

Journal Articles

1. Miller, N., Desnoyers-Stewart, J., Stepanova, E. R., **Kitson, A.**, Bizzocchi, J., & Riecke, B. E. (forthcoming). Sipping the Virtual Elixir: An autoethnographic close reading of Ayahuasca Kosmik Journey a self-transcendent virtual experience. *Virtual Creativity*, 12(1): 1–18.
2. Warren, J. L., Antle, A. N., **Kitson, A.**, & Davoodi, A. *A Co-design Study Exploring Needs, Strategies, and Opportunities for Digital Health Platforms to Address Pandemic-related Impacts on Children and Families.* (under review)

Conference Proceedings

1. **Kitson, A.**, Slovak, P., & Antle, A. N. *The Challenges of Cognitive Reappraisal and Opportunities for Virtual Reality to Support Skills Development: A Conceptual Analysis and Scoping Review.* (under review)

D. Presentations and Special Lectures

Papers and Abstracts

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.

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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

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

2022-01

[Impacts of biowearables on children](#), interview with SFU's The Peak

2020-12

[The Second Mind. Trauma, and Dissociation](#), interview with Anoop Kumar, MD

Alexandra Kitson
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

2022-10

Exhibition - Project and Design Lead. VR for Emotion Regulation in Youth. SFU Surrey Open House, Surrey, BC, CAN. Contributors: Antle, Alissa; Veldhuis, Annemiek; Tara, Madison; Ordoyo, John; Cimensel, Artun; Guo, Amy.

2021-10

Exhibition - Narrative and Concept Design. SIRIUS: curated and peer-reviewed virtual reality exhibition. V-Unframed, Vancouver, BC, CAN. Contributors: Miller, Noah; Desnoyers-Stewart, John; Stepanova, Katerina; Adhikari, Ashu; Quesnel, Denise; Pennefather, Patrick; Riecke, Bernhard.

2021-10

Curated VR Exhibition - Design. In air we dream. Recto VRso, Vancouver, BC, CAN. Contributors: Liu, Pinyao; Riecke, Bernhard; Stepanova, Katerina.

2019-08

Curated Digital Art Exhibition - 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. Contributors: Desnoyers-Stewart, John; Cuykendall, Shannon.

2019-05

Demo - Project and Design Lead. Lucid Loop: A Virtual Deep Learning Biofeedback System for Lucid Dreaming Practice. CHI Interactivity Hot Desk, Glasgow, Scotland. Contributors: Muntean, Reese; DiPaola, Steve; Riecke, Bernhard.

2017-05

Demo - Research and Development Lead. Low-cost Consumer Locomotion Interfaces for Virtual Navigation. Contributors: von der Hyde, Markus; Stepanova, Katerina; Quesnel, Denise; Nguyen, Thinh; Riecke, Bernhard.

2016-05

Demo - Design. TeleSpider: Investigating Motion-Cueing Interfaces for Control of a Remote Robotic Spider. Contributors: von der Hyde, Markus; Stepanova, Katerina; Hashemian, Abraham; Riecke, Bernhard.

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 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

- Alexandra Kitson
- 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. MMC 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. A technology camp for kids aged 6-17, class sizes 4-30 students. I taught: Game Design for VR 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

- 2022-05 – present **Research Assistant - Unity Developer**, Artun Cimensel, Student's Current Position: Computing Science. Student's Current Institution: SFU. 4th year, *VR Emotion Regulation for Youth*.
- 2022-05 – 2022-12 **Research Assistant - Unity Developer**, John Ordoyo, Student's Current Position: Software Systems. Student's Current Institution: SFU. 3rd year, *VR Emotion Regulation for Youth*.
- 2022-05 – 2022-08 **Visiting Research Student**, Madison Gara, Student's Current Position: 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: 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: Interactive Arts & Technology. Student's Current Institution: SFU. 4th year, *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: Interactive Arts & Technology, 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

- 2020-12 – present **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: Micas 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.
- 2016-09 – 2018-06 **MSc student**, Thanh Nguyen, Student's Current Position: Software Engineer at Microsoft. Thesis topic: *Exploring the Efficiently Navigating Virtual Environments with Simulated Reference Frames and Body-Based Sensory Information*. Supervisor: Bernhard Riecke.

3. CONTINUING EDUCATION

- 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.

Alexandra Kitson
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 (such as CVs, resumes, teaching dossiers, LinkedIn profile);
- * 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