Robert John Teather

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PERSONAL INFORMATION

- Birth place: St. Catharines, Ontario, Canada
- Citizenship: Canadian

RESEARCH INTERESTS

My research interests span several overlapping areas of interactive digital media, including:

- **Human-Computer Interaction**:
    - o Novel input device evaluation, mobile device interaction, large/tiled displays, experimental methodology

- **Computer Games**:
    - o Game control and input devices, VR games, scale effects in game UIs, game information visualization

- **Virtual Reality and 3D User Interfaces**:
    - o Hybrid 2D/3D selection/manipulation interfaces, immersive VR systems, 3D input devices and displays

EDUCATION

- **Ph.D.**, Computer Science**,** York University**,** Toronto, Ontario, 2008 – 2013
    - o *Supervisor*: Dr. Wolfgang Stuerzlinger

- **M.Sc.**, Computer Science**,** York University, Toronto, Ontario, 2005 – 2008
    - o *Supervisor*: Dr. Wolfgang Stuerzlinger

- **Ontario College Diploma**, Computer Programming, Niagara College, Welland, Ontario, 2004 – 2005

- **B.Sc. (Hons)**, Computer Science**,** Brock University, St. Catharines, Ontario, 1999 – 2003
    - o Graduated with first-class standing, concentration in Software Engineering

PROFESSIONAL POSITIONS

- **Adjunct Professor,** Dept. of Computer Science, Brock University, 2014 – present

- **Postdoctoral Fellow**, Dept. of Computing and Software, McMaster University, 2013 – present
    - o *Duties*: conducting experimental research, supervising students, purchasing equipment
    - o *Supervisor*: Dr. Jacques Carette

- **Research Assistant**, Interactive Systems Research Group, York University, 2005 – 2013
    - o *Duties*: Design and development of 3D user interfaces, experimental evaluation of 3D user interfaces
    - o *Supervisor*: Dr. Wolfgang Stuerzlinger

- **Research Assistant**, Augmented Reality Lab, Brock University, 2007 – 2008
    - o *Duties*: Lab manager and research assistant for augmented reality project
    - o *Supervisor*: Dr. John Bonnett

- **Research Assistant/Programmer**, Centre for Advanced Visualization, Niagara College, 2003 – 2007
    - o *Duties*: Real-time graphics programming using Microsoft Direct3D
    - o *Supervisor*: Dr. Mike Duncan

AWARDS, SCHOLARSHIPS, AND HONOURS

- **Governor General's Gold Medal (nomination)**, York University, nominated March 2014
- **Bill Buxton Dissertation Award (nomination),** Canadian Human-Computer Communication Society, nominated February 2014
- **NSERC Industrial R&D Fellowship,** eligible September 2012 to March 2014.
- **NSERC Visiting Fellowship in Canadian Government Laboratories,** eligible September 2012 to May 2013.
- **Susan Mann Dissertation Scholarship,** York University, September 2012 – August 2013.
- **Ontario Graduate Scholarship (OGS),** September 2011 – September 2012.
- **Clarke Thomson Award for Excellence in Sessional Teaching (nomination),** Brock U, nominated March 2010, 2011.
- **Joseph Liu Thesis Prize, 2008.** York University, Department of Computer Science and Engineering, awarded June 2009.
- **Master's Thesis Prize, 2008 (nomination).** York University, Faculty of Graduate Studies, nominated January 2009.
- **NSERC PGS D.** Natural Sciences and Engineering Research Council of Canada, May 2008 – August 2011.
- **Applied Research Fellowship.** Niagara College of Applied Arts and Technology, awarded 2006.
- **Dean's Honour List:** Brock University, 2002 and 2003.
- **Returning Student Scholarships:** Brock University, awarded 2002 and 2003.
- **CUPE Local 2220 Award,** Brock University, awarded March 2001
- **Scholar's Award:** Brock University, awarded September 1999.

TEACHING EXPERIENCE

I have taught over 15 unique courses across approximately 30 offerings at six institutions. These are listed by institution, course, then offering/year. Most recent offerings are listed first.

McMaster University, Department of Computing and Software

- Instructor, *Interactive Digital Culture for Software Engineers*, ENG 4GA3: Fall 2014 (20 students)
- Instructor, *Human-Computer Interaction*, COMP SCI 4HC3: Fall 2014 (100 students), Fall 2013 (140 students)
- Instructor, *Computer Graphics*, COMP SCI 3GC3: Fall 2014 (90 students), Fall 2013 (70 students), Fall 2012 (55 students), Fall 2011 (65 students), and Fall 2010 (75 students)

Brock University, Department of Computer Science

- Instructor, *Introduction to Media Computation*, APCO 1P00: Spring 2013 (30 students)
- Instructor, *Fluency with Technology*, APCO 1P01: Spring 2013 (50 students)
- Instructor, *Operating Systems*, COSC 2P13: Spring 2012 (12 students), Spring 2011 (15 students), Winter 2011 (35 students), Spring 2010 (12 students), Winter 2010 (25 students), Spring 2009 (5 students), Spring 2007 (20 students)
- Instructor, *Procedural Programming*, COSC 2P91: Winter 2012 (35 students), Winter 2008 (25 students), and Winter 2007 (30 students)
- Instructor, *Applied Programming*, APCO 1P93: Fall 2010 (45 students), and Fall 2006 (25 students)
- Teaching assistant, various courses: graphics, data structures, procedural, parallel, and logic programming, 2003 – 2008

Ryerson University, Department of Computer Science

- Instructor, *Digital Computation and Programming*, CPS 125: Winter 2013 (100 students)

York University, Department of Electrical Engineering & Computer Science

- Course Director, *User Interfaces*, CSE 3461: Winter 2007 (40 students)
- Teaching assistant, various courses: virtual reality, digital media programming, introductory programming, 2008 – 2012

Humber College, School of Media Studies and Information Technology

- Part-time Professor, *Computer Graphics I*, GAME 540: Fall 2010 (35 students), and Fall 2009 (30 students)

Niagara College, Department of Computer and Electronics Engineering

- Part-time Professor, *Enterprise Computing I*, CTEC 1430: Winter 2008 (10 students)
- Part-time Professor, *Computer Programming II*, CTEC 1435: Winter 2008 (10 students)
- Part-time Professor, *C Programming*, CTEC 1732: Winter 2008 (20 students)

INVITED GUEST LECTURES

- Modeling for Virtual Reality, CS 3GB3, Computing & Software, McMaster University, Hamilton, ON, Winter 2014
- Human-Computer Interaction, COSC 3P94, Computer Science, Brock University, St. Catharines, ON, Winter 2013
- C++ Programming, COMP 2404, School of Computer Science, Carleton University, Ottawa, ON, Winter 2012
- Virtual Reality, CSE 4471, Computer Science & Engineering, York University, Toronto, ON, Winter 2012
- Animation for Games, CSE 4491, Computer Science & Engineering, York University, Toronto, ON, Winter 2012

STUDENT SUPERVISION

Grad Students (course projects, etc.)

- M. Peacocke, *McMaster University*, Grad project co-supervisor, 2014-2015 – paper submitted to CHI Play 2015
- G. Smith, *McMaster University*: Grad summer project supervisor, Summer 2014
- N. Bogdan, *York University*: Supervised grad course (CSE 6337) project, Fall 2012
- S. Laldin, *York University*: Supervised grad course (CSE 6337) project, Fall 2012 – published poster in SUI 2013
- B. Bajer, *York University*: Supervised grad course (CSE 6337) project, Fall 2012 – published poster in SUI 2013

Undergrad Students (summer RAs, interns, capstone projects, etc.)

- K. Subramaniam, M. Errygers, A. Sheikh, *McMaster University*, Undergrad capstone supervisor, Fall/Winter 2014-2015
- K. Tan, M. Li, H. Cao, *McMaster University*, Undergrad capstone supervisor, Fall/Winter 2014-2015
- E. Soto, *McMaster University*: Undergrad internship supervisor, Summer 2014
- G. Browning, *McMaster University*: Undergrad research assistant supervisor, Summer 2014
- U. Khan, A. Samtiani, C. Fuller, O. Agia, *McMaster University*: Undergrad capstone supervisor, Fall/Winter 2013-2014

RESEARCH ACTIVITIES / PUBLICATIONS

At present, my work has been collectively cited around 250 times (via Google Scholar). My h-index is currently 8. I presented all conference papers and posters listed below where I am the first author. Papers with an asterisk by my name are those that I presented, despite not being first author. Papers in submission (but not yet accepted) are excluded from this public CV.

Theses

- "Evaluating 3D Pointing Techniques", PhD Dissertation, York University, 2013
  - o Successfully defended May 24, 2013, graduated October 2013
  - o Nominated for Bill Buxton Dissertation Award, and Governor General's Gold Medal

- "Comparing 2D and 3D Direct Manipulation Interfaces", MSc Thesis, York University, 2008.
  - o Awarded Joseph Liu Thesis Prize 2008 by the Graduate Programme in Computer Science, York University.
  - o Nominated by the Graduate Programme in Computer Science for York University Best Master's Thesis Prize, 2008.

Journal Articles

1. Victoria McArthur, **Robert J. Teather**, Wolfgang Stuerzlinger. (2010). "Comparing 3D content creation interfaces in two virtual worlds: World of Warcraft and Second Life", *Journal of Gaming & Virtual Worlds,* 2 (3), ISSN 1757-191X, 239-258, December 2010.

Papers in Refereed Conference Proceedings

2. **Robert J. Teather**, I. Scott MacKenzie. (2014). "Comparing order of control for tilt and touch games", *ACM Interactive Entertainment Conference – IE 2014,* ISBN: 978-1-4503-2790-9, pp. 1-10, December 2014.

3. **Robert J. Teather**, Victoria McArthur (2014). "Teaching user interface evaluation methods with games", *IEEE Consumer Electronics Society Games, Entertainment, and Media Conference – GEM 2014*, ISBN 978-1-4799-7546-7, pp. 204-207, October 2014. *Acceptance rate: 45%.*

4. **Robert J. Teather**, Wolfgang Stuerzlinger (2014). "Visual aids in 3D point selection experiments", *ACM Symposium on Spatial User Interaction – SUI 2014*, ISBN 978-1-4503-2820-3, pp. 127-136, October 2014. *Acceptance Rate: 29%.*

5. **Robert J. Teather**, I. Scott MacKenzie. (2014). "Position vs. velocity control for tilt-based interaction", *ACM Graphics Interface 2014*, ISBN 978-1-4822-6003-8, pp. 51-58, May 2014. *Acceptance Rate: 37%.*

6. Steven Castellucci, **Robert J. Teather***, Andriy Pavlovych. (2013). "Novel metrics for 3D remote pointing", *ACM Symposium on Spatial User Interaction – SUI 2013,* ISBN 978-1-4503-2141-9, pp. 17-20, July 2013. *Acceptance Rate: 38%.*

7. **Robert J. Teather,** I. Scott MacKenzie. (2013). "Effects of user distraction due to secondary calling and texting tasks", *International Conference on Multimedia and Human Computer Interaction – MHCI 2013*, pp. 115.1 – 115.8, July 2013.

8. **Robert J. Teather**, Wolfgang Stuerzlinger. (2013). "Pointing at 3D target projections with one-eyed and stereo cursors", *ACM Conference on Human Factors in Computing Systems – CHI 2013,* ISBN 978-1-4503-1899-0, pp. 159-168, April 2013. *Acceptance Rate: 20%, ~2000 submissions*.

9. I. Scott MacKenzie, **Robert J. Teather**. (2012). "Fitts Tilt: The application of Fitts' law to tilt-based interaction", *Nordic Conference on Human-Computer Interaction – ACM NordiCHI 2012*, ISBN 978-1-4503-1482-4, pp. 568-577, October 2012. *Acceptance Rate: 24%.*

10. **Robert J. Teather**, Wolfgang Stuerzlinger. (2011). "Pointing at 3D targets in a stereo head-tracked virtual environment", *IEEE Symposium on 3D User Interfaces – 3DUI 2011*, ISBN 978-1-4577-0062-0, pp. 87-94, March 2011. *Acceptance Rate: 36%*

11. Loutfouz Zaman, Daniel Natapov, **Robert J. Teather**. (2010). "Touchscreens vs. traditional controllers in handheld gaming", *ACM International Academic Conference on the Future of Game Design and Technology – FuturePlay 2010,* ISBN 978-160558218-4, pp. 207-214, May 2010.

12. **Robert J. Teather**, Robert S. Allison, Wolfgang Stuerzlinger. (2009). "Evaluating visual/motor co-location in fish-tank virtual reality", *IEEE Toronto International Conference on Science and Technology for Humanity – Symposium on Human Factors and Ergonomics – TIC-STH 2009*, ISBN 978-1-4244-3878-5, pp. 624-629, September 2009.

13. **Robert J. Teather**, Andriy Pavlovych, Wolfgang Stuerzlinger, I. Scott Mackenzie. (2009). "Effects of tracking technology, latency, and spatial jitter on object movement", *IEEE Symposium on 3D User Interfaces – 3DUI 2009*, IBSN 978-142443965-2, pp. 43-50, March 2009. *Acceptance Rate: 25%*

14. **Robert J. Teather**, Wolfgang Stuerzlinger. (2008). "Exaggerated head motions for game viewpoint control", *ACM International Academic Conference on the Future of Game Design and Technology – FuturePlay 2008*, ISBN 978-160558218-4, pp. 240-243, November 2008.

15. **Robert J. Teather**, Wolfgang Stuerzlinger. (2008). "Assessing the effects of orientation and device on (constrained) 3D movement techniques", *IEEE Symposium on 3D User Interfaces –* 3DUI 2008, ISBN 978-142442047-6, pp. 43-50, March 2008. *Acceptance Rate: 31%*

16. **Robert J. Teather**, Wolfgang Stuerzlinger. (2007). "Guidelines for 3D positioning techniques", *ACM International Academic Conference on the Future of Game Design and Technology – FuturePlay 2007*, ISBN 978-159593943-2, pp. 61-68, Nov 2007.

Juried Contributions (Workshop Papers, Invited Papers, Extended Abstracts with a peer review process)

17. Wolfgang Stuerzlinger, **Robert J. Teather**. (2014). "Considerations for targets in 3D pointing experiments", Invited paper in the *ACM HCI Korea Invited Paper for SIGCHI Premier Session,* ISBN 978-896848752-1, 162-168, December 2014.

18. Alexander Zaranek, Bryan Ramoul, Hua Fei Yu, Yiyu Yao, **Robert J. Teather**. (2014). "Performance of modern game input devices in first-person shooter target acquisition", *Extended Abstracts of the ACM Conference on Human Factors in Computing Systems – CHI EA 2014*, ISBN 978-1-4503-2474-8, pp. 1495-1500, April 2014. *Acceptance Rate: 49%.*

19. Graeme Browning, **Robert J. Teather**. (2014). "Screen Scaling: Effects of screen scale on moving target selection", *Extended Abstracts of the ACM Conference on Human Factors in Computing Systems – CHI EA 2014*, ISBN 978-1-4503-2474-8, pp. 2053-2058, April 2014. *Acceptance Rate: 49%.*

20. Benjamin F. Janzen, **Robert J. Teather**. (2014). "Is 60FPS better than 30? The impact of frame rate and latency on moving target selection", *Extended Abstracts of the ACM Conference on Human Factors in Computing Systems – CHI EA 2014*, ISBN 978-1-4503-2474-8, pp. 1477-1482, April 2014. *Acceptance Rate: 49%.*

21. **Robert J. Teather**, Wolfgang Stuerzlinger, Andriy Pavlovych. (2014). "Fishtank Fitts: A desktop VR testbed for evaluating 3D pointing techniques", *Extended Abstracts of the ACM Conference on Human Factors in Computing Systems – CHI EA 2014*, ISBN 978-1-4503-2474-8, pp. 519-522, April 2014.

22. **Robert J. Teather**, Wolfgang Stuerzlinger. (2012). "Cursors for 3D pointing", Presentation at the *ACM CHI 2012 Workshop: The 3rd Dimension of CHI (3DCHI)*, May 2012.

23. **Robert J. Teather**, Daniel Natapov, Michael Jenkin. (2010). "Evaluating haptic feedback in virtual environments using ISO 9241-9", *Poster at the IEEE Virtual Reality Conference – VR 2010*, ISBN 978-142446258-2, pp. 307-308, March 2010.

24. **Robert J. Teather**, Andriy Pavlovych, Wolfgang Stuerzlinger. (2009). "Effects of latency and spatial jitter on 2D and 3D pointing", *Poster at the IEEE Virtual Reality Conference – VR 2009*, ISBN 978-142443943-0, 229-230, March 2009.

25. **Robert J. Teather**, Wolfgang Stuerzlinger. (2008). "Assessing the effects of orientation and device on 3D positioning", *Poster at the IEEE Virtual Reality Conference – VR 2008*, ISBN 978-142441971-5, pp. 293-294, March 2008.

Other Lightly Reviewed Contributions (Extended Abstracts, Posters, etc.)

26. **Robert J. Teather**, Andrew Roth. (2015). "Performance of tilt and touch in mobile games", Poster to appear at *Graphics Interface 2015*, June 2015, 2 pages.

27. Margaree Peacocke, **Robert J. Teather**, Jacques Carette. (2015). "Performance of HUDs and diegetic displays in FPS games", Poster to appear at *Graphics Interface 2015*, June 2015, 2 pages.

28. Nicholas Katzakis, **Robert J. Teather**, Kiyoshi Kiyokawa, Haruo Takemura. (2015). "INSPECT: Extending plane-casting for 6-DOF control", Poster at the *IEEE Symposium on 3D User Interfaces – 3DUI 2015*, ISBN 978-1-4673-6886-5, pp.165-166, March 2015.

29. **Robert J. Teather**, Manivanna Thevathasan, Jacques Carette. (2014). "Scale effects in 'bullet hell' games", Poster at the *IEEE Consumer Electronics Society Games, Entertainment, and Media Conference – GEM 2014*, ISBN 978-1-4799-7546-7, pp. 303-304, October 2014.

30. Margaree Peacocke, **Robert J. Teather**, Jacques Carette. (2014). "Diegetic vs. non-diegetic game displays", Poster at the *IEEE Consumer Electronics Society Games, Entertainment, and Media Conference – GEM 2014*, ISBN 978-1-4799-7546-7, pp. 305-306, October 2014.

31. Vamsi K. Adihikarla, Paweł Woźniak, **Robert J. Teather***. (2014). "HoloLeap: Towards efficient 3D object manipulation on light field displays", Poster at the *ACM Symposium on Spatial User Interaction – SUI 2014*, ISBN 978-1-4503-2820-3, pp. 158, October 2014.

32. **Robert J. Teather**, Wolfgang Stuerzlinger (2014). "Depth cues and mouse-based 3D target selection", Poster at the *ACM Symposium on Spatial User Interaction – SUI 2014*, ISBN 978-1-4503-2820-3, pp. 156, October 2014.

33. Bartosz Bajer, **Robert J. Teather***, Wolfgang Stuerzlinger. (2013). "Effects of stereoscopy and head tracking on 3D selection tasks", Poster at the *ACM Symposium on Spatial User Interaction – SUI 2013*, ISBN 978-1-4503-2141-9, pp. 77, July 2013.

34. Sidrah Laldin, **Robert J. Teather***, Wolfgang Stuerzlinger. (2013). "Up- and downwards motions in 3D pointing", Poster at the *ACM Symposium on Spatial User Interaction – SUI 2013*, ISBN 978-1-4503-2141-9, pp. 89, July 2013.

35. **Robert J. Teather**, Wolfgang Stuerzlinger. (2012). "A system for evaluating 3D pointing techniques", Demonstration at the *ACM Symposium on Virtual Reality Software and Technology – VRST 2012*, ISBN 978-145031569-5 pp. 209, December 2012.

36. **Robert J. Teather**, Wolfgang Stuerzlinger. (2012). "Investigating one-eyed and stereo cursors for 3D pointing tasks", Poster at the *IEEE Symposium on 3D User Interfaces – 3DUI 2012*, pp. 167-168, March 2012.

37. Loutfouz Zaman**,** Dmitri Shuralyov, **Robert J. Teather***, Wolfgang Stuerzlinger. (2012). "Evaluation of a 3DUI using game console hardware", Poster at the *IEEE Symposium on 3D User Interfaces – 3DUI 2012*, pp. 173-174, March 2012.

38. **Robert J. Teather**, Wolfgang Stuerzlinger. (2010). "Target pointing in 3D user interfaces", *Poster at Graphics Interface*, June 2010.

39. **Robert J. Teather**, Wolfgang Stuerzlinger. (2008). "Exaggerating head-coupled camera motions in fish tank VR", *Poster at Graphics Interface*, May 2008.

40. **Robert J. Teather**, Wolfgang Stuerzlinger. (2007). "An evaluation of 3D positioning techniques for scene assembly", *Poster at IEEE Symposium on 3D User Interfaces – 3DUI 2007*, March 2007.

Other Non-refereed Contributions (Presentations, Posters, Organized Conference Courses etc.)

41. **Robert J. Teather**, Wolfgang Stuerzlinger. (2013). "Pointing at perspective scaled 3D targets", *Poster for the GRAND-NCE Annual Meeting*, May 2013.

42. **Robert J. Teather**, Wolfgang Stuerzlinger. (2012). "Investigating one-eyed and stereo cursors for 3D pointing tasks", *Poster for York University Department of Computer Science & Engineering Graduate Student Poster Day*, March 2012.

43. **Robert J. Teather**, Wolfgang Stuerzlinger. (2010). "Evaluating reaching and tapping motions in 3D interfaces", *Poster for York University Department of Computer Science & Engineering Graduate Student Poster Day*, March 2010

44. **Robert J. Teather**. (2009). "Evaluating human pointing performance in 3D virtual environments", *Presentation at the Annual Canadian Action and Perception Network Retreat*, October 2009.

45. **Robert J. Teather**, Robert S. Allison, Wolfgang Stuerzlinger. (2009). "Evaluating visual/motor coupling in fish tank virtual reality", *Poster at CVR 2009 - Centre for Vision Research International Conference on Vision in 3D Environments*, June 2009.

46. **Robert J. Teather**, Wolfgang Stuerzlinger. (2007). "The challenge of 3D interaction: Guidelines for intuitive 3D manipulation techniques", *Presentation at Interacting with Immersive Worlds*, June 2007.

INVITED TALKS, PRESENTATIONS, ETC.

Note: This section excludes conference presentations for the papers listed above

- March 2015, "3D User Interfaces: Design and Evaluation", *University of Toronto, Dept. of Computer Science*, Toronto, Ontario (Host: Olivier St.-Cyr)
- November 2014, "3D User Interfaces: Design and Evaluation", *University of Toronto, Dept. of Computer Science*, Toronto, Ontario (Host: Olivier St.-Cyr)
- October 2014, "Target Selection in Spatial User Interfaces", *Simon Fraser University, School of Interactive Arts and Technology*, Burnaby, British Columbia (Host: Wolfgang Stuerzlinger)
- July 2014, "Games and Visual Scale", *University of Waterloo Games Institute – IMMERSe Network Postdoc Presentation Series,* Waterloo, Ontario (Host: Neil Randall)
- March 2014, "Target Selection in Spatial User Interfaces", *Imimtek Corporation, Speaker Series*, Sunnyvale, California (Host: Thomas Lennig)
- September 2013, "Evaluating 3D Pointing Techniques", *Brock University, Department of Computer Science*, St. Catharines, Ontario (Host: Dr. Brian Ross)
- January 2012, "Evaluating 3D Direct Manipulation Interfaces", *Queen's University, Human-Media Lab*, Kingston, Ontario (Host: Dr. Roel Vertegaal)
- May 2011, "Evaluating 3D Direct Manipulation Interfaces", *University of Ontario, Institute of Technology, Department of Game Development and Entrepreneurship*, Oshawa, Ontario (Host: Dr. Andrew Hogue)
- April 2011, "Evaluating 3D Direct Manipulation Interfaces", *Algoma University, Department of Computer Science*, Sault Ste. Marie, Ontario (Host: Dr. Simon Xu)
- October 2010, "Factors influencing 3D pointing task performance", *Annual NSERC CREATE meeting 2010*, Toronto, Ontario, (Host: Dr. Denise Henriques)
- September 2010, "Comparing 2D and 3D motions in virtual environments", *York University, Centre for Vision Research*, Toronto, Ontario (Host: Dr. Frances Wilkinson)

SCIENTIFIC PROGRAM COMMITTEES, REVIEWING, VOLUNTEERING, AND MEMBERSHIPS

Organizing Committee Positions

- Support Co-Chair, IEEE Virtual Reality Conference – VR 2015
- Posters Co-Chair, IEEE Symposium on 3D User Interfaces – 3DUI 2015
- Posters Co-Chair, ACM Symposium on Spatial User Interaction – SUI 2013 and 2014
- 3DUI Contest Co-Chair, IEEE Symposium on 3D User Interfaces – 3DUI 2012, 2013, and 2014
- Proceedings Co-Chair, ACM Conference on Human Factors in Computing Systems – CHI 2013
- Research Notes (Student Research Track) Co-Chair, GRAND-NCE 2013 annual meeting 2013
- Student Volunteer Co-Chair, GRAND-NCE 2012 annual meeting

Program Committee & Editorial Board Positions

- Associate Chair, ACM Symposium on Spatial User Interaction – SUI 2013, 2014, 2015
- Associate Chair, IEEE Symposium on 3D User Interfaces – 3DUI 2013, 2014, 2015
- Program Committee Member, International Conference on Advances in Computer-Human Interaction – ACHI 2015
- Program Committee Member, Australasian User Interface Conference – AUIC 2015
- Review Editor, Frontiers in Virtual Environments, 2014 – present
- Program Committee Member, Graphics Interface 2013
- Associate Chair, ACM Conference on Virtual Reality Software and Technology – VRST 2012
- Associate Chair, GRAND-NCE RNotes (Student Research Track) 2011 – 2013

Reviewer

- ACM SIGCHI Annual Symposium on Computer-Human Interaction in Play – CHI Play 2014, 2015
- ACM Conference on Human-Computer Interaction with Mobile Devices and Services – MobileHCI 2015
- ACM Conference on Human Factors in Computing Systems – CHI 2013, 2014, 2015
- IEEE Transactions on Visualization and Computer Graphics 2010, 2014, 2015
- IEEE Games, Entertainment, and Media Conference – GEM 2014
- ACM User Interface Software and Technology Symposium – UIST 2014
- IEEE Symposium on 3D User Interfaces – 3DUI 2009 – 2014
- Graphics Interface 2008, 2010, 2014
- IEEE Virtual Reality Conference – VR 2009 – 2012
- ACM Conference on Virtual Reality Software and Technology – VRST 2008, 2012
- Computers and Graphics Journal, 2012
- Joint Virtual Reality Conference, 2011
- International Journal of Human Computer Studies, 2008, 2010, 2011
- ACM FuturePlay 2009 – 2010
- IEEE Computer Graphics & Applications, Special Issue on 3D User Interfaces, 2009

Student Volunteer

- ACM Conference on Human Factors in Computing Systems – CHI 2006 – 2007, 2010 – 2013
- IEEE Virtual Reality Conference – VR 2006 – 2007, 2009 – 2013
- International Symposium on Mixed and Augmented Reality – ISMAR 2009

Other Memberships

- IMMERSe – SSHRC Research Network for Video Game Immersion, 2013 – present
- GRAND-NCE – Graphics, Animation and New Media, Network Centres of Excellence, 2010 – 2013
- Member, Association for Computing Machinery (ACM), 2006 – present
- Member, Institute of Electrical and Electronics Engineers (IEEE), 2006 – present
- Member, Interactive Systems Research Group, York University, 2005 – 2013
- Member, Centre for Vision Research, York University, 2005 – 2013
- Student member, NSERC CREATE Program in Computational Approaches to Sensorimotor Transformations for the Control of Action, 2010 – 2011

Other

- Session Monitor, Graphics Interface 2014
- Session Monitor, GRAND-NCE RNotes 2012, 2013
- Session Monitor, ACM Conference on Virtual Reality Software and Technology – VRST 2012

OTHER INTERESTS / HOBBIES

- Video game playing/programming
- Reading: Sci-fi, fantasy
- Outdoors: Camping, hiking, fishing
- Sports: Muay-thai (Thai boxing), swimming

REFERENCES

Available upon request