

INSTANT REPLAY

Networking and New Faces

Fall 2022



Since there's no snow for skiing, why not curl up with a warm cup of tea or coffee and enjoy this retrospective of the Fall 2022 semester?

A few especially exciting things that happened this Fall:

- President Vivek Goel visited the GI and was introduced to many research labs and projects ongoing in the space during a private tour.
- The GI hosted an Open House and welcomed many prospective members, students, and collaborators to the GI. Thanks to all who attended and presented their work!
- Nine Ukrainian students have become GI members since their arrival at UWaterloo this Summer as part of the Waterloo.AI program.
- This term, we welcomed THIRTY-ONE new members to the GI! That is a new record and many, many, many on-boarding tours. In contrast, we had 15 new members in the Spring and five in the Winter term.

Additionally, we had a packed term hosting many events (possibly a record number of events, as well as members!?). PhD student **Sid Heeg** (School of Environment, Enterprise, and Development) presented their dissertation research exploring misinformation about farming. **Drs. Lai-Tze Fan** (Sociology and Legal Studies) and **Jon Saklofske** (Acadia University) hosted an all-day game jam for prototyping games that engaged topics of identity politics.

Researchers, industry professionals, and advocates from diverse



NEWSLETTER HIGHLIGHTS

[President Goel Visit to the GI](#)

[GI Welcomes Nine Students from Ukraine](#)

[Games, Aging, and Health](#)

[New GI Members](#)

[GI Member Accomplishments](#)

backgrounds attended a networking event on games, aging, and health that the GI hosted in collaboration with AGE-WELL, which included presentations and demos from experts in aging research and serious game design. The event was hosted by GI members and researchers postdoc **Dr. Hector Perez** and PhD students **Adebusola Adekoya** and **Isabella Rose Chawrun** from the School of Public Health Sciences.

A panel on games and education brought together **Drs. Kristina R. Llewellyn** (Social Development Studies), **Jennifer R. Whitson** (Sociology and Legal Studies and Stratford School of Interaction Design and Business) and **Steve Wilcox** (University of Wilfrid Laurier, A) for a lively discussion about the many intersections between design and education. Lastly, **Drs. Brianna Wiens** (English Language and Literature) and **Daniel Harley** (Stratford School of Interaction Design and Business) presented their work about responsible, and feminist design.

These research-oriented events happened in addition to the recurring socials, including our weekly Coffee and Games, the eight-week Rings of Power screening and critical discussion group, and the thrice-weekly National Novel Writing Month (NaNoWriMo) writing sessions. We also hosted a Halloween board game party and our Winter Holiday potluck. Most impressively, the GI Staff pulled all this off despite most of them being home with various (non-Covid) illnesses in November. **Pamela Maria Schmidt** was the only staff member who didn't miss even one day of work!!!!!!!!!!!!!!!!!!!!!!

We hope you enjoy this edition of Instant Replay and that you have a wonderful New Year!



[GI Members engaging with Open House Guests during the President Visit and F22 GI Open House]



President Goel Visit and GI Open House



[President Goel standing in front of art installation in the GI's lounge]

On Wednesday, October 5th, the Games Institute opened its doors to the public for its first Open House. Guests were able to explore the entire 9000-square-foot GI space to discover the interactive and immersive technologies research conducted in the GI's collaborative interdisciplinary environment.

All areas of the GI were occupied by over 35 faculty and graduate student GI members who were presenting their projects, including many game and equipment demonstrations. Also, 16 other researchers who could not attend provided slides summarizing their projects displayed in the collaboration space. Selected journal articles were printed and available to guests for journal article "shopping" to take home.

Amongst the many guests at the Open House were University of Waterloo President Dr. Vivek Goel and Associate Vice-President of Research and International Dr. Bernard P. Duncker. The two received a private tour of the institute featuring:

- GI publications First Person Scholar (presented by EIC **Sabrina Sgandurra**) and the Palgrave Games in Context book series (presented by **Dr. Emma Vossen**);
- The Anti-racism, Decolonization, Equity, Diversity, and Inclusion Committee (presented by **Dr. Gerald Voorhees**);
- Demonstrations in the Haptics Experience Lab (presented by **Ana Lucia Diaz de Leon Derby, Bibhushan Raj Joshi, and Marco Moran-Ledesma**);
- A video presentation by **Adebusola Adekoya, Isabella Rose Chawrun, and Dr. Hector Perez** about their work with Indigenous First Responders;
- A demonstration of gaming technology used in humanities dissertation research in the Living Room Lab (presented by **Nicholas Hobin**);



Shout out to Dr. Kristina Llewellyn who attended remotely and presented her research from a TV screen for 3 hours straight !

- VR Demos of *Seas the Day* (Presented by **Dr. John Muñoz** and **Samira Mehrabi**);
- A Demonstration of our large multi-touch display featuring *Illuminate* a climate change simulation game in the Presentation Room (presented by **Dr. Emma Vossen**);
- A demonstration of the Digital Oral Histories of Reconciliation (DOHR) VR project (presented by **Bibhushan Raj Joshi** and **Dr. Kristina Llewellyn**);
- A presentation the project "The World After Covid" (presented by **Dr. Igor Grossman**);
- A demonstration of the HCI Games and Waterloo Institute for Nanotechnology Knowledge Translation Vaccine Game (presented by **Ekaterina Durmanova**); and
- An overview of the current critical feminist design work being done by Feminist Think Tank and qCollaborative (presented by **Drs. Brianna Wiens** and **Shana MacDonald**).



[Dr. Hector Perez presenting research to Dr. Mark Hancock, Dr. Vivek Goel, and Dr. Bernard Duncker]

During the Open House, many more GI members presented their work to visitors from Waterloo and beyond. Visitors were also given the opportunity to ask questions on how the GI could support their research.

Special thanks go out to all the members who presented their work, helped with the setup and cleanup and acted as guides to visitors. Special thanks to **Joseph Tu** for volunteering to photograph the event and capturing so many great moments. Full list of presentations from the Open House will be included in the upcoming annual report.



[Dr. John Muñoz demoing *Seas the Day* to Dr. Bernard Duncker]

The GI Welcomes Nine Students from Ukraine



In Spring 2022, UW welcomed thirty-four Ukrainian students whose education had been disrupted by the war, to continue their studies at Waterloo. They were sponsored by the Waterloo Artificial Intelligence Institute ([Waterloo.AI](https://waterloo.ai)).

Waterloo.AI is committed to working with the artificial intelligence industry to develop systems in areas such as disease detection and treatment, understanding language and emotion, and vehicle navigation. It has a wide range of applications for AI within health, finance, security, and more.

By welcoming the Ukrainian students, Waterloo has afforded them the opportunity to continue their degrees and research. The University has launched a fund to support these students and has asked the community to [consider donating to the Students At-Risk Fund](#). On June 30th 2022, the student in the Waterloo.AI program came to tour the GI, and since then, we have welcomed nine new members from the program;

Anastasiia Avksientieva, Halyna Padalko, Karina Sukhina, Nazarii Vadymovych Kulyk, Severyn Balaniuk, Stepan Boiko, Vasyl Chomko, Vladyslav Shein, and Vsevolod Slavinskyi into our community as members and residents.

While studying and working, they have also taken the time to get involved in local political events to add their voices and concerns to what is happening in their home country. One such GI member, MA student **Halyna Padalko** (Global Governance), spoke at the Pugwash Conference on Science and World Affairs on October 21st. Halyna was part of a panel titled “NATO: Direction, Strategic Concept and Post-Ukraine Expansion.” There, she shared Ukrainian viewpoints on the situation as part of an extensive discussion dedicated to the challenges related to international security and Canada’s role and applications of its own foreign policy. She reflected on the event, saying, “I respect our experts with their aspirations of peacebuilding and the diversity of thought presented at all panels. But sometimes in history, we have to fight for peace and our future security even if it sounds like an oxymoron.”



[Halyna Padalko presenting at the Pugwash Conference on Science and World Affairs]

EVENTS AND CONFERENCES

"Dibaajimowin: Stories from This Land" Exhibition Opens at the Ken Seiling Waterloo Region Museum



[Photograph of Dibaajimowin Exhibition]

On September 27th, the Ken Seiling Waterloo Region Museum unveiled a new exhibit to the public—“Dibaajimowin | Stories From this Land.” The exhibit was assembled by Anishinaabe curator Emma Rain Smith, a Master's student from Waterloo. The exhibit highlights Indigenous contributions to the region’s history with an emphasis on Urban Indigeneity. GI members **Dr. Aynur Kadir** (University of British Columbia) and PhD student **Sid Heeg** (School of Environment, Enterprise, and Development) took part in the design, curation, and research associated with the exhibition. The entire project is the result of the collaborative work between researchers, activists, and community members from the region, including the University of Waterloo and Wilfrid Laurier University. The exhibition will run at the Waterloo Region Museum until April 16th, 2023. [Read more about the exhibition in our Research Spotlight.](#)

The Fall 2022 GI Game Jam

The GI Game Jam ran from September 29th to October 2nd, led by Jam co-captains, PhD students **Joseph Tu** (Systems Design Engineering) and **Alexander Glover** (Management Sciences). The Jam saw the development of 17 games! Congrats to all the teams who came out and participated this term.

- [Alite Walk](#) by Umi
- [Dating is Hell](#) by oman276
- [Dawn](#) by Jaden, Simra, Jia, and Ria
- [Far Butt, Close Behind](#) by Jintae Kim
- [Far From Close-d](#) by Cluedrew, Leif C., and Pranav B.
- [Inconvenience Store](#) by Dylan Li, Julianna So, Ida Yoon, Calvin Melanson, Pranay Nagpal
- [Interstlescope](#) by Jeffrey Wang, Maggie Chen Darren Jia, Joseph Choi
- [Jam Jar Lid](#) by jshanneson
- [Lightwall](#) by Kavin, GT, Cooper, Aicha, Zoe
- [Mungy Climb](#) by Derek Gao, Grace Zhao, Emerson Dang, Jessica Ding, Evelina Zheng, Nicholas Chin
- [Nightshift](#) by **Florian Marcher** and Don Matteo
- [Poorly Drawn Goose Game](#) by Phux Huy Nguyen, Anthony Liu, Eric Nemrodov, Steven Cheng, Yarik Popov, Jack Wang, Brandon Lai-Cheong
- [Poorly Drawn Geese Game II – The Goose Strikes Back](#) by Phux Huy Nguyen, Anthony Liu, Eric Nemrodov, Steven Cheng, Yarik Popov, Jack Wang
- [Radar Rider](#) by averyhiebert
- [So's far from close](#) by asdfash
- [Surreal Sandwich](#) by Nappp
- [Take Me Home](#) by Lisa Pham and Linda Pham



[Collage of titles, arts, and screenshots from the creations from the Game Jam]

Reap What You Sow: Refuting Misinformation about Farming and Farm Practices by Sid Heeg

On October 19th, 2022, PhD student **Sid Heeg** (School of Environment, Enterprise, and Development) presented “Reap What You Sow: Refuting Misinformation about Farming and Farm Practices.” The talk was an overview of Heeg’s dissertation research focusing on the misinformation that circulates on social media about farmers and farming, including the effects and harms this misinformation has on the farmers themselves. Heeg addressed misinformation around the treatment of animals, the contribution of farming to greenhouse gas emissions, and sustainable diets. Heeg also explained that TikTok as a social media platform has “given farmers an incredible amount of agency to talk about themselves and refute misinformation as it comes across them in comments or video responses.” To read more about the full talk, and see the full recording, [check our Research Spotlight](#) on the event!

CHI Play 2022

CHI PLAY took place in Bremen, Germany, from November 2nd to 5th. **Dr. Katja Rogers** (University of Amsterdam, A), along with **Dr. Lennart Nacke** (Stratford School of Interaction Design and Business) and their collaborators (*Evelyn Tan, Anders Drachen, and Alex Wade*) won the Best Paper award for their work “[Communication Sequences Indicate Team Cohesion: A Mixed-Methods Study of Ad Hoc League of Legends Teams.](#)”

This year, **Dr. Nacke** also presented a Masterclass session on “How to do User Experience Research.”

PhD Student Sid Heeg Participates in Critical Tech Talk as Student Respondent

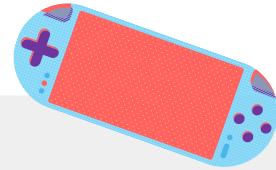
On October 28th, the Critical Media Lab held its fourth Critical Tech Talk of the year. Dr. Batya Friedman (University of Washington) presented a talk and a small workshop on the ideas and practices of [Value Sensitive Design as an approach that foregrounds human values in the technical design process.](#) This talk was held in collaboration with the Faculty of Environment, with PhD students **Sid Heeg** (School of Environment, Enterprise, and Development) and **Carl Tutton** (School of Environment, Enterprise, and Development) acting as student respondents.



Identity Politics Interventions: A Game Jam Workshop

On November 4th, **Drs. Lai-Tze Fan** (Sociology and Legal Studies) and **Jon Saklofske** (Acadia University) hosted a game jam workshop where participants explored how game environments and tools can encourage players and developers to pursue broader social, cultural, and interpersonal understandings. Participants were encouraged to work in groups or on their own and used a wide variety of tools to workshop their games. The creations raised questions of identity and representation in games and character building.

[Participants at Game Jam Workshop sharing creations]



Dr. John Muñoz Presents at the NASA Langley Colloquium Lecture Series

On November 15th, **Dr. John Muñoz** (J&F Alliance Group, A) spoke alongside *Frédéric Dehais*, *Stephen Fairclough*, *Alan T. Pope*, and *Chad L. Stephens* at “The Brain at Work, Play, and in Everyday Life” panel. The panel focused on Physiological Computing that works to incorporate physiological data such as

brain waves from humans into the functionality of technological systems. The speakers demonstrated the applications of such research from social robotics to videogames. A video presentation by Muñoz explained his research with wearables, games, VR training simulations, and robotics.

Games, Aging, and Health: Networking Social, and Learning Event

In partnership with the GI, AGE-WELL hosted a hybrid networking event for researchers, industry professionals, and advocates in public health and aging on November 18th. The event was managed by Post-Doctoral Fellow **Dr. Hector Perez** (School of Public Health Sciences) and PhD students **Adebusola Adekoya** (School of Public Health Sciences) and **Isabella Rosa Chawrun** (School of Public Health Sciences). All three are members of the Aging and Innovation Research Program (AIRP) and the AGE-WELL network.

The event was opened by **Dr. Lili Liu**, Dean of Health; and **Dr. Neil Randall**, Executive Director of the GI, who discussed the changing landscape of Health Research involving digitization. Featured speakers included: *Dr. Victor Fernandez* (University of Alberta), and GI members **Dr. John Muñoz** (J&F Alliance Group) and **Samira Mehrabi** (School of Public Health Sciences), as well as demos of games designed for cognitive rehabilitation and social engagement.

The event aimed to foster a community of innovative research to explore how games and interactive technologies can support aging people living well. People were invited to try games designed for cognitive rehabilitation and social engagement and to learn about what games, health, and older adults have in common.

[Samira Mehrabi presenting her research]

[Dr. Lili Liu with Dr. Hector Perez]





[Dr. Emma Vossen moderating the hybrid panel]

A Panel Discussion on Games and Education

On November 22nd, **Drs. Jennifer Whitson** (Sociology and Legal Studies), **Kristina Llewellyn** (Social Development Studies), and **Steve Wilcox** (University of Wilfrid Laurier, A) discussed the intersection between education and games. They explored how VR can be used to improve teaching Canadian history, how game design and game studies differ as well as the job prospects of game design and development students moving into the games industry. The panel was moderated by Research Communications Officer **Dr. Emma Vossen**, who has also worked as a games educator in the past.

The three panelists discussed their respective games and education projects. **Dr. Llewellyn** discussed the VR history experience [Digital Oral Histories of Reconciliation \(DOHR\)](#), **Dr. Whitson** presented “[The First Three Years](#)” and an ongoing study into the state of games education in Canada, and **Dr. Wilcox** spoke to the various educational knowledge mobilization [games he has designed](#) on topics such as bullying of food-allergic children, accessibility of sexual health services, family violence, and diabetes self-management.

Feminist and Responsible Design with Drs. Brianna Wiens and Daniel Harley

On December 2nd, **Drs. Brianna Wiens** (English Language and Literature) and **Daniel Harley** (Stratford School of Interaction Design and Business) gave talks focusing on issues of Feminist and Responsible design. **Dr. Wiens’** talk “From IG Grids to IRL Tables: Feminist Design Praxes for Small-Scale Community Building” was an examination of how the projects of Feminist Think Tank and the Instagram account [@aesthetic.resistance](#) contribute to the building of small-scale community dialogues and relationships through their design interventions into the prevailing digital culture.

Dr. Harley’s talk “A Question of Space: Towards Responsible Narrative Design Questions for Virtual Reality” was a reflection on his past research projects to explore the conceptual boundaries of the ‘design space’ of VR and raise questions about how design research can responsibly engage with real-world contexts of VR.

This term, the GI has welcomed many visitors, in addition to the guests at our open house and University of Waterloo President Dr. Vivek Goel and Associate Vice-President of Research and International Dr. Bernard P. Dunker.

Notably, in November, the GI welcomed Krista Saleh (Owner KLS Consulting) and Elias Mulamootil (Co-Chief Investment Officer at Colliers International). They were visiting the Department of Management Sciences (MSCI) and **Dr. Mark Hancock** (Management Sciences, GI Associate Director), being the current Chair, invited them to the GI. A quick tour brought them to the Haptics Experience Lab where students showed off some of the work they are doing in the lab.

On November 22nd, students from **Dr. Oliver Schneider’s** (Management Sciences) HCI Class (MSCI 343) came for a tour of the GI to learn about graduate research at the GI.

On December 9th, Social Sciences and Humanities Research Council (SHRCC) President Ted Hewitt and SSHRC Vice-President of Corporate Affairs Valérie La Traverse visited the Games Institute for a tour and meeting with researchers, directors, and staff. Dr. Hewitt was visiting Waterloo for a day of consulting with SSHRC researchers and to give the talk “Research Funding in the Social Sciences and Humanities: Past, Present and Future” hosted by the Waterloo Office of Research.

Dr. Hewitt’s talk discussed new SSHRC opportunities, anti-intellectual populism, publishing for the public, and budget cuts to humanities funding and education from the federal government and institutions. Including how social sciences and humanities enrolment rates are connected directly to federal humanities research funding.

During Dr. Hewitt’s tour of the GI, he was able to visit the Haptics Experience Lab, directed by **Dr. Oliver Schneider**, recipient of the SSHRC/NSERC New Frontiers in Research Fund for the project “Incorporating Social Justice into Haptic VR Storytelling” with **Dr. Kristina Llewellyn** (Social Development Studies). The SSHRC representatives talked to multiple GI graduate students and faculty researchers about their SSHRC-funded projects and other work.

Anti-Racism, Decolonization, Equity, Diversity, and Inclusion Committee Lunch

The ADE Committee hosted a meet-and-greet lunch event for GI members on November 10. The lunch provides an opportunity for GI members to get to know the ADE Committee and understand the work being done within the GI about anti-racism, diversity, and equity.



[GI Members enjoying lunch]

Rings of Power Weekly Screening and Critical Discussion Group

To celebrate the release of the new Lord of the Rings (LOTR) television series Rings of Power (RoP), Executive Director **Dr. Neil Randall** (English Language and Literature) hosted a screening for each episode on Friday afternoons from September 9th to October 28th. Each week participants shared their theories and had lively discussions about the world of RoP, as well as how successful they thought it was as an adaptation of the LOTR source material. The group hopes to continue meeting for Season 2!

NaNoWriMo Writing Group

For National Novel Writing Month, the GI invited members to participate in an hourly writing session every Monday, Wednesday, and Friday for November. Thanks to all who came out and supported each other in their writing goals!

Magic the Gathering Club

This term, a Magic the Gathering Club ran on Wednesdays at 1:30 pm, headed by PhD student **Toben Racicot** (English Language and Literature). Players were invited to bring their own decks or use one at the GI to play!

World Cup Matches

Many football fans (soccer for North Americans!) at the GI yelled and cried over the matches of the 2022 FIFA World Cup. All were welcomed to cheer for their favourite teams!



[Dr. Hector Perez, Agata Antkiewicz, Marco Moran-Ledesma, Pamela Maria Schmidt, and Ana Lucia Derby cheering for Mexico and Poland, in a friendly and polite atmosphere. We all cried in the end.]

Coffee and Games

Highlights of the weekly Coffee and Games social hour in F22 included the week's long game of Zelda Monopoly, and **Ritika Puri** (English Language and Literature) teaching everyone how to play the card game Flash which she plays every year with her family during Diwali!

GI Holiday Potluck

On December 2nd, the GI Holiday Potluck saw members sharing dishes from their cultures. Dozens of members came to take part in the food and socialize at the end of a long term. It was amazing to see so many people gather and celebrate the end of the year!



[GI Members watching FIFA 2022 games during the Holiday Potluck. Yes, two games at the same time.]

New Members

In F22, the GI community welcomed 31 new members! Welcome to all the following faculty, researchers, co-op students, and other individuals who have joined us this term.

Dr. Adan Jerreat-Poole (They/Them) is a new faculty member in Communication Arts. They work at the intersection of disability studies and digital media, with attention to social media, video game studies, critical design, accessible virtual pedagogies, automedia, popular culture, and digital storytelling. Adan is also a creative writer and the author of *The Girl of Hawthorn and Glass* and *The Boi of Feather and Steel* (Dundurn Press).

Dr. Jerreat-Poole's work has been published in FPS!



Adeshola Ogunsanya (She/Her) is an undergraduate student in the Arts and Business program, majoring in History. She is working with Dr. Randy Harris on the Rhetoricon Database.

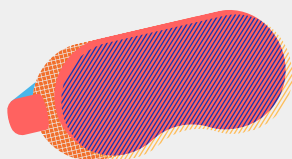
Anchit Mishra (He/Him) is a Master's student in the School of Computer Science. His research primarily involves using Deep Learning to enhance haptic experiences for both designers and consumers, and he is especially interested in exploring haptic technology for AR/VR applications.

Andy Wu (He/Him) is an undergraduate student in Mathematics. He is interested in research involving artificial intelligence and how it can be applied to create more immersive experiences in the world of virtual reality.

Angela Stemmler (She/Her) is a Master's student in the English Language and Literature Department. She is interested in information design and historical domestic literature.

Anastasiia Avksientieva (She/Her) is a Master's student studying Applied System Analysis at Igor Sikorsky Kyiv Polytechnic Institute in Ukraine. She is currently studying at Waterloo as part of the Waterloo.ai program for Ukrainian students and is doing research in the medical science field including data preparation, exploratory data analysis, and building machine learning pipelines.

Chris He (He/Him) is an undergraduate student in Mathematics and Computer Science working as a full-stack web developer on the Rhetoricon Database and Go Figure project as part of the Cognitive Linguistics Research Group with Dr. Randy Harris.



Halyna Padalko (She/Her) is a Master's student in Global Governance. Her research aims to develop intelligent information technology to investigate the dissemination of information messages, including propaganda in social networks.

Jelena Vulić (She/They) is a Master's student studying Experimental Digital Media in the English Language and Literature Department. They have a BFAA in Games Design and Development, and they are an advocate for accessible game design.

Leon Zeng (He/Him) is an undergraduate student in Communication Arts working with Dr. Oliver Schneider as a UI/UX designer at the HX Lab. In his free time he also studies and produces music for video games.

Muràd Hamidlinski (He/him) is a Master's student in the Department of History. His research focuses on post-Cold War Canadian Arctic Security, issues facing Inuit communities, and climate change.

Mustapha Momoh (He/Him) is a Master's student in Systems Design Engineering. His current research involves using advanced image processing techniques including Self-Supervised Learning for the development of virtual reality (VR) systems for Medical Diagnosis.

Mohamed Fouda (He/Him) is a Master's student in System Design Engineering working with Dr. Oliver Schneider on the Haptiverse project. He is interested in human factors, distributed cognition, and cognitive science.

Natalie Nova (She/Her) is a Master's student in Management Sciences and Engineering specializing in Information Systems. Her research focuses on how technology influences human behaviour.

Nazarii Vadymovych Kulyk (He/Him) is a Master's student currently studying at Waterloo as part of the Waterloo.ai program for Ukrainian students. He is also interested in Hard Surface 3D Modeling, creating hard surface models for games (AAA Projects).

Punit Kunjam (He/Him) is a Master's student studying Mathematics and Computer Science. He is interested in developing simulation-based surgical training systems leveraging robotics and mixed-reality technologies to provide surgeons with low-cost solutions for practicing surgical procedures in virtual environments.

Rebecca Sherlock (She/Her) is a PhD student studying Experimental Digital Media in the English Language and Literature Department. She likes RPGs and finds the connection and interaction of playing games fascinating.

Ritika Puri (She/Her) is an undergraduate student majoring in English Language and Literature and Rhetoric through the Honours Arts and Business program. She is working with Dr. Randy Harris on the Rhetoricon Database.

Severyn Balaniuk (He/Him) is a Master's student studying Physics and Quantum Computing and currently studying at Waterloo as part of the Waterloo.ai program for Ukrainian students. His research looks at quantum computing to simulate physics processes and computer graphics.

Simone Bassanelli (He/Him) is a PhD student in the Department of Psychology and Cognitive Science at the University of Trento and currently working with Dr. Lennart Nacke. He is interested in serious games and gamified solutions and is currently developing an approach for the development, design, and evaluation of gamified solutions.

Stepan Boiko (He/Him) is a Master's student currently studying at Waterloo as part of the Waterloo.ai program for Ukrainian students. He is interested in the development of a web application for the automatic creation of a platform for the sale of game add-ons and games.

Shae Ashcroft (She/Her) is an undergraduate student in English Language and Literature, specializing in technical writing, communications, and rhetoric. She is interested in movement tracking and haptic technologies in dance-related games and the limits and boundaries of agency in open-world game structures.

Trevor Boote (He/Him) is an undergraduate student in Computer Engineering, working as a lead developer on the Rhetoricon Database and Go Figure project as part of the Cognitive Linguistics Research Group with Dr. Randy Harris.

Thomas Deffontainesi (He/Him) is a Visiting PhD Student from École Centrale de Lille in France working with Dr. Oliver Schneider. He is interested in the areas of robotics, soft robotics, and haptics.

Vasyl Chomko (He/Him) is a Master's student currently studying at Waterloo as part of the Waterloo.ai program for Ukrainian students. He is interested in discovering new ways for solving network flow problems.

Vsevolod Slavinskyi (He/Him) is a Master's student currently studying at Waterloo as part of the Waterloo.ai program for Ukrainian students. His thesis looks at blockchain and Web 3.0.

Dr. Wai Yin (Winnie) Chan (She/Her) is the research manager at Stratford School of Interaction Design and Business at the University of Waterloo. Dr. Chan earned her PhD in government and international relations from Hong Kong. Her research focuses on paradiplomacy, soft power and global-local nexus from educational perspectives.

Graduating Members

It is always bittersweet to have members graduate and leave the GI. We are so proud of them and excited to see what they do next after defending their Dissertations and Thesis!

Congratulations to **Ahmed Anwar** (Management Science) for defending his MSc Thesis "Factors of Haptic Experience across Multiple Haptic Modalities," supervised by **Dr. Oliver Schneider** on Nov 11, 2022.

Congratulations to **Ekaterina Durmanova** (Systems Design Engineering) for defending her MSc Thesis, "The Effects of Juicy Game Design on Exergame Players" co-supervised by **Drs. Lennart Nacke** and **Mark Hancock** in December! A second big congrats go to Ekaterina, who has started a new job at Ubisoft as a UX Research Tools Coordinator in Germany.

Congratulations to **Karthikan Theivendran** (Electrical and Computer Engineering) on defending his MSc Thesis, "RecHap: An Interactive Recommender System for Navigating Large Dataset of Mid-Air Haptic Designs," supervised by **Dr. Oliver Schneider** on 17th November 2022.

Congratulations to **Rachel Woo** (School of Public Health and Health Systems) for defending her MPH Thesis, "Designing immersive visualizations for community awareness and connectedness: 'I'm not alone in that battle'" supervised by **Dr. Jim Wallace**, on December 1st.

Congratulations to **Dr. Robert Gauthier** (School of Public Health and Health Systems) for defending his PhD Dissertation, "Computational Thematic Analysis of Online Communities," supervised by **Dr. Jim Wallace** in September.



Conference Presentations and Talks:

Evelyn Tan, **Dr. Katja Rogers** (University of Amsterdam, A), **Dr. Lennart E. Nacke** (Stratford School of Interaction and Design), *Anders Drachen*, and *Alex Wade*. (2022, Nov 3) "[Communication Sequences Indicate Team Cohesion: A Mixed-Methods Study of Ad Hoc League of Legends Teams.](#)" CHI PLAY 2022.

Simone Bassanelli (Stratford School of Interaction and Design) and *Antonio Bucchiarone*. (2022, Nov 7). "[GamiDOC: A Tool for Designing and Evaluating Gamified Solutions.](#)" CHI PLAY '22: Extended Abstracts of the 2022 Annual Symposium on Computer-Human Interaction in Play.

Dr. Lennart E. Nacke (Stratford School of Interaction and Design). (2022, Nov 18). "Keynote: Embracing the Power of Play." Toronto Change Days.

Dr. Lennart E. Nacke (Stratford School of Interaction and Design) (2022, Nov 2). "[How to do User Experience Research in Games.](#)" CHI PLAY 2022.

Dr. Lennart E. Nacke (Stratford School of Interaction and Design). (2022, Nov 3). "Keynote: Decision-making Demystified: Cognitive Biases vs. Game UX." International Conference on Entertainment Computing.

Publications:

Aqeel Haider, *Casper Hartevelde*, *Daniel Johnson*, *Max V. Birk*, *Regan L Mandryk*, *Magy Seif El-Nasr*, **Dr. Lennart E. Nacke** (Stratford School of Interaction and Design), *Kathrin Gerling*, and *Vero Vanden Abeele*. (2022, October). "[miniPXI: Development and Validation of an Eleven-Item Measure of the Player Experience Inventory.](#)" Proceedings of the ACM on Human-Computer Interaction.

Dr. Hector Perez (School of Public Health Sciences), *Antonio Miguel-Cruz*, *Christine Daum*, *Aidan K. Comeau*, *Emily Rutledge*, *Sharla King*, **Dr. Lili Liu** (Dean of Health). "[Technology Acceptance of a Mobile Application to Support Family Caregivers in a Long-Term Care Facility](#)" Appl Clin Inform 2022; 13(05): 1181-1193. DOI: 10.1055/a-1962-5583

Kin Pong Fung, **Dr. Katja Rogers** (University of Amsterdam, A), **Dr. Stuart Halifax** (Ubisoft, A), **Gabrielle S. Woodside** (A), **Dr. Daniel Vogel** (Cheriton School of Computer Science), **Dr. Lennart E. Nacke** (Stratford School of Interaction and Design). (2022, October). "[LightPlay: Using an External Ambient Lighting Strip for Video Game Indicators.](#)" Proceedings of the ACM on Human-Computer Interaction.

Lindsay Gibson, **Dr. Jennifer Roberts-Smith** (Brock University), **Dr. Kristina R. Llewellyn** (Social Development Studies), *Jennifer Llewellyn*, with the DOHR Team. (2022.) "[A New Approach to Virtual Reality in History Education: The Digital Oral Histories for Reconciliation Project \(DOHR\).](#)" In: *Carretero, M., Cantabrana, M., Parellada, C. (eds) History Education in the Digital Age*. Springer, Cham.

Grants and Awards:

Three GI faculty members have been honoured by the Royal Society of Canada (RSC). The two new Royal Society Fellows and one new Royal Society College Member are among 156 other Canadian researchers elected by their peers for outstanding scholarly, scientific, and artistic achievement. Congrats to **Drs. Anita Layton** (Applied Mathematics) and **Randy Harris** (English Language and Literature) for being elected as Fellows and **Dr. Kristina R. Llewellyn** (Social Development Studies) for being elected as a College Member.

Jenn Rickert (English Language and Literature) and **Dr. Neil Randall** (English Language and Literature) received a Mitacs Accelerate with Certain Affinity Games. "Brand and Community: Responsibility, Intentional Design, and Agency in the Video Game Industry"

Dr. Lennart Nacke (Stratford School of Interaction and Design) received \$75K USD in funding from Meta Research for his proposed project "A Critical Approach to Psychological Effects of Custom Avatars in Social VR."

The GI's newest postdoc **Dr. Eugene Kukshinov** (Psychology) received the Lupina Foundation Postdoctoral Research Fellowship from the faculty of Arts.

Evelyn Tan, **Dr. Katja Rogers** (University of Amsterdam, A), **Dr. Lennart E. Nacke** (Stratford School of Interaction and Design), *Anders Drachen*, and *Alex Wade* won best paper for "Communication Sequences Indicate Team Cohesion: A Mixed-Methods Study of Ad Hoc League of Legends Teams." CHI PLAY. 2022. November 3rd, 2022.

Media and Interviews:

Dr. Lennart Nacke was interviewed on the "[Design Hires Podcast](#)" on November 9th, 2022.



Bolded names in this document denote GI members while *italicized names* denote collaborators and guests. Names marked with "(A)" denote former GI members. Researchers are listed in alphabetical order by first name where relevant. Underlined titles link to recordings of talks.

The Games Institute and its members acknowledge that the land on which our community works and lives today is the traditional land of the Attawandaron (Neutral), Anishinaabeg and Haudenosaunee peoples. We recognize that the University of Waterloo, of which the Games Institute is part, is situated on the Haldimand Tract – the land taken without consent and subsequently promised to the Six Nations – that includes ten kilometers on either side of the Grand River.

We recognize the enduring presence and deep traditional knowledge, laws and philosophies of the Indigenous Peoples with whom we share this land today. As the Games Institute facilitates researchers of games, digital spaces, and interactive technologies, we undertake to make space for Indigenous scholars, designers, commentators and creators to uplift voices that are marginalized in the academic and gaming community.

SSHRC  CRSH



UNIVERSITY OF
WATERLOO



**THE GAMES
INSTITUTE**