

Dylan Paré

Curriculum Vitae

Pronouns: They / Them

University of Calgary, Werklund School of Education

www.dylanpare.com | dylan.pare@ucalgary.ca | <https://twitter.com/MxDylanP>

Director, Queer Code Collective

www.queercode.org | dylan@queercode.org | <https://twitter.com/QueerCodeColl>

EDUCATION

Doctor of Philosophy, Educational Research - Learning Sciences, Expected 2022

University of Calgary, Calgary, AB

Dissertation Title: Agents, Virtuality, and Learning About Gender and Sexuality

Dissertation Advisor: Dr. Pratim Sengupta

Master of Arts, Communication and Culture, 2015

University of Calgary, Calgary, AB

Thesis Title: Effects of Higher Education Policy and Planning on a Campus Women's Centre and the Provision of Safer Space

Thesis Advisor: Dr. Fiona Nelson

Bachelor of Arts, Women's Studies (with Distinction), 2010

University of Calgary, Calgary, AB

Diploma, General Arts and Science (with Honours), 2006

Mohawk College, Hamilton, ON

PUBLICATIONS

Book Chapters:

Paré, D. (2021). A critical review and new directions for queering computing and computing education.

In George Noblit (Ed.), *Oxford Research Encyclopedia of Education*. New York: Oxford University Press. DOI: https://doi.org/10.1093/acrefore/9780190264093.013.ORE_EDU-01524.R1

Paré, D., Sengupta, P., Windsor, S., Craig, J., & Thompson, M. (2019). Queering virtual reality: A prolegomenon. In Sengupta, P., Shanahan, M.-C., & Kim, B. (Eds). *Critical, transdisciplinary and embodied approaches in STEM education*. (pp. 307 – 328). Springer, Cham.

Conference Proceedings:

Paré, D., Windsor, S., & Craig, J. (2021). Mementorium: Designing for playful and interactive learning about gender and sexuality-based marginalization. Paper presented at the *ACM SIGGRAPH 2021 Immersive Pavilion*, Virtual Event, USA. DOI: <https://doi.org/10.1145/3450615.3464544>

Paré, D., Shanahan, M-C. & Sengupta, P. (2020). Queering complexity using multi-agent simulations. In M. Gresalfi & L. Horn (Eds.), *Interdisciplinarity in the Learning Sciences, 14th International Conference of the Learning Sciences (ICLS)*, (pp. 1397-1404). London: International Society of the Learning Sciences.

Nominated for Best Student Paper at the 2020 International Conference of the Learning Sciences.

Paré, D., Shanahan, M-C. & Sengupta, P. (2020, June). Modeling marginalization and queering complexity. In S. Uttamchandani & A. Shrodes (Chairs), *Attending to Gender and Sexuality in Learning: Lessons from scholarship by, for, and with LGBTQ+ people*. Symposium conducted at the meeting of the 14th International Conference of the Learning Sciences (ICLS), Nashville, TN. [Session cancelled].

Paré, D., Sengupta, P., Windsor, S., Craig, J., & Thompson, M. (2018). Queering virtual reality: A preliminary design study. In *Integrated education for the real world, proceedings of the 5th international STEM in education conference*, (pp. 306-314). Retrieved from <https://stem-in-ed2018.com.au/proceedings-2/>

Sengupta, P., Shanahan, M-C., Hladik, S., & **Paré, D.** (June, 2018). *Coding science as boundary work: The role of publicness in scientific computing*. Paper presented at “Unpacking Signs of Learning in Complex Social Environments: Desettling Neoliberal Market-driven Educational Methodologies, Epistemologies and Recognitions of Learning”, International Conference of the Learning Sciences, London, England. Retrieved from <https://doi.org/10.22318/cscl2018.1320>

Manuscripts in Preparation:

Shrodes, A. & **Paré, D.** (under review). *Rapid Community Report – Intersectional queer and trans approaches in the Learning Sciences*. Manuscript in preparation for the Center for Integrative Research in Computing and Learning Sciences.

Paré, D., Shrodes, A., & Uttamchandani, S. (in preparation). *Queering the Learning Sciences*. Manuscript in preparation.

Radoff, J., **Paré, D.**, & Sohr, E. (in preparation). *Creative insubordination: Teacher’s professional learning and navigation of equity issues on the job*. Manuscript in preparation.

Paré, D., Sengupta, P. (in preparation). *Queering computational literacies in teacher education using virtual reality*. Manuscript in preparation.

Paré, D. (in preparation). *Designing queer technologies: A phenomenology of reorienting computing and technology design*. Manuscript in preparation.

CONFERENCE PRESENTATIONS

- Radoff, J., **Paré, D.**, Sohr, E. (2021). Creative insubordination: Seeing politics and power in teachers' everyday work. Paper presented at the 2021 American Educational Research Association Annual Meeting, Virtual Meeting.
- Paré, D.**, Craig, J., Sengupta, P. (2020, June). Queer and trans imaginings with computational agents: Modelling complexity in gender and sexuality. Paper presented at the *2020 Annual Conference of the Canadian Society for the Study of Education (CSSE)*, London, ON. [Conference cancelled].
- Kidney, J., Hladik, S., Lam-Herrara, M., Ostrowdun, C., & **Paré, D.** (2020, June). *Pushing the boundaries: Critical scholarship for the next generation of Learning Sciences scholars*. Symposium conducted at the meeting of the Canadian Society for the Study of Education (CSSE), London, ON. [Conference cancelled].
- Paré, D.**, & Sengupta, P. (2020, April). Queer marginalization and emergence: Complexity education meets queer theory. Paper presented at the *2020 American Educational Research Association Annual Meeting*, San Francisco, CA. [Conference cancelled].
- Paré, D.**, & Sengupta, P. (2019, April). Queering virtual reality: Playful exploration of gender and sexual binaries. Paper presented at *the 2019 American Educational Research Association Annual Meeting*, Toronto, ON.
- Paré, D.**, & Sengupta, P. (2017, September). Using immersive virtual reality to develop critical literacies of sex and gender. Paper presented at "STEM as Critical Literacies," *The First Symposium of the International Society of STEM in Education*, Banff Center for Arts and Creativity, Banff, AB.
- Paré, D.** (2017, August). Safe space praxis: How our theory of safe space shapes teaching practice. Paper presented at "Teaching and Learning in Sociology," *The 112th Annual Meeting of the American Sociological Association*, Montreal, QC.
- Paré, D.**, & Sostar, T. (2017, August). Over, under, around, and through: Navigating non-binary gender within binary gendered contexts. Paper presented at "How Bodies Become Marked and the Stories They Tell," *The 67th Annual Meeting of the Society for the Study of Social Problems*, Montreal, QC.
- Paré, D.** (2016, October). Integrating gender and sexual diversity into campus sexual assault prevention and response services. Paper presented at "Prioritizing Consent," *AskFirst: A Symposium on Creating a Culture of Consent*, University of Calgary.
- Paré, D.** (2014, March). Creating safer spaces. Paper presented at the *Gender and Sexual Diversity Symposium*, University of Calgary.

Paré, D. (2013, June). University priorities and the struggle for a campus Women's Centre. Paper presented at "Feminist Organizing on University Campuses," *The 48th Annual Meeting of the Canadian Sociological Association*, University of Victoria.

Paré, D. (2012, August). Institutional ethnography as activism to preserve a campus Women's Centre. Paper presented at "Educator as Activist, Activist as Educator," *The 62nd Annual Meeting of the Society for the Study of Social Problems*, Denver, CO.

DESIGN WORK

Paré, D., & Craig, J. (2021). *Bow Valley Flocking QT Stories*. [Public Installation 2021]. Made with HTML, CSS, & JavaScript.

My contributions: Simulation co-design and co-development, audio recording and editing, story-sharing participant engagement, public exhibition facilitation.

Description: A new iteration of Flocking QT Stories that features the stories of LGBTQ+ Bow Valley, Alberta temporary and permanent residents.

Exhibited at:

September 19, 2021, Canmore Pride and Canmore Festival of Art & Creativity (Canmore, Alberta).

Windsor, S., Craig, J., **Paré, D.**, & Ang, K. *NASA Perseverance Rover on Mars*. [VRChat Virtual World for VR and Desktop] Made with Unity. (Released February 19, 2021)

https://vrchat.com/home/launch?worldId=wrld_9be42be4-117c-4c44-b94c-bd8230d03ad1

My contributions: Music composition, sound design, Unity animations, basic UDON graph scripting.

Description: A virtual world made with Unity for VRChat (a multiplayer, social virtual reality application). Depicts the planet Mars with a life-size model of the Perseverance rover (asset from NASA), educational content, and fun activities (rover racing, drive-in theatre).

Paré, D., Windsor, S., & Craig, J. (2021). *Mementorium*. [Oculus Rift Virtual Reality Application] Facebook Oculus Launch Pad 2019 Scholarship Recipient. Made with Unreal Engine.

My contributions: Game/interaction design, narrative design/branching narrative writing, voice acting, audio editing, sound design, Unreal blueprint sound integration.

Description: Mementorium is an interactive virtual reality narrative experience about the effects of gender and sexuality bias on identity development in STEM education. Oculus Launch Pad fellows had 4 months to develop a prototype VR application to apply for the Launch Pad competitive scholarship. Our team, Dylan Paré, John Craig, and Scout Windsor were awarded a scholarship to develop the application.

Exhibited at:

August 9-13, 2021- Association for Computing Machinery Special Interest Group on Computer Graphics and Interactive Techniques (ACM SIGGRAPH) Immersive Pavilion, Virtual Conference.
March 2020 - Vertical slice (demo) exhibited at the Oculus Launchpad Demo Day, Facebook HQ (Menlo Park).

Craig, J., **Paré, D.**, Cutler, M., Mattingly, P., Hladik, S., Kidney, J., Helvacı-Ozacar, B., Kim, B., Shanahan, M-C., & Sengupta, P. *Flocking Sounds*. [Installed November 2019] National Music Centre of Canada, Calgary, AB. Made with Processing 3.0.

My contributions: Simulation co-design, music/sound - technical integration.

Description: Flocking sounds is a reactive digital art installation and permanent exhibit of the National Music Centre that combines music with projected simulations of flocking birds (Boids). Using sound made with objects and instruments in the space, visitors can modify the computer's code, thereby changing the shapes and patterns of the boids as they flock together.

Paré, D., Craig, J., & Sengupta, P. *Flocking QT Stories: Agent-Based Modelling of Flocking and Gender and Sexuality-based Marginalization and Resilience*. [Public Installation 2019; Online Simulation 2020] Retrieved from <http://flocking.queercode.org>. Made with HTML, CSS, & JavaScript.

My contributions: Lead simulation design, audio recording and editing, documentary story collection and narrative co-design with contributors, HTML, CSS, and GitHub implementation for online.

Description: Flocking QT Stories is an interactive digital art installation that explores how computational simulations of emergent complex behaviours, combined with individual storytelling, might provide us with new ways to deepen our understanding of gender and sexuality-based marginalization and resilience through computer modelling, public coding, and art.

Exhibited at:

May 2020 – present, Online at <http://flocking.queercode.org>

December 2019 – present, Werklund School of Education, DigiPlay.

September – October 2019, ArtsPlace Canmore.

May 2019, TELUS Spark Science Centre, Adults Only Night: Beyond the Binary.

April 2019, Banff Centre for Arts and Creativity, Open Studio.

Paré, D., Windsor, S., Craig, J., & Sengupta, P. *LGBTQ Narratives in VR*. Made with Unity.

My contributions: Lead designer, level designer, narrative co-design, audio recording and editing.

Description: Queer and Trans Narratives in Virtual Reality is a prototype, narrative project which uses multiplayer, virtual reality to explore relationships between gender, sexuality, bodies, and technology.

Exhibited at:

May 2019, TELUS Spark Science Centre, Adults Only Night: Beyond the Binary.

March 2019, Banff Centre for Arts and Creativity, Story Studio.

October 2018, TEDxCalgary Navigators.

September 2018, Beakerhead Art, Science and Technology Festival

Craig, J., **Paré, D.**, Cutler, M., Helvacı Özacar, B., Sengupta, P., & Shanahan, M-C. *Flocking Music: Agent-Based Modelling of Flocking and Music*. Made with Processing 3.0.

My contributions: Simulation co-design, music/sound - technical integration.

Description: Flocking Music is an interactive digital art installation that simulates flocking behaviours through musical frequencies and encourages audiences to explore mixing music through coding and public art.

Exhibited at:

April 2019, Banff Centre for Arts and Creativity, Open Studio.

Paré, D., & Windsor, S. (Producers & Directors). (2018). *Creative Futures* [Short Film] & *Creative Futures 360°* [Short 360° Film], Canada: TELUS Storyhive. Short film edited with Adobe Premiere Pro. 360° film edited and animated with Unity.

My contributions: Co-producer, co-director, scriptwriter, 360° film editing and animating with Unity, audio editing for both films.

Description: Creative Futures is a short, virtual reality art documentary and 360° companion film that combine art, technology, and gender and sexual identity. It is an official selection of the NSI Canada Short Online Film Festival, 2019.

Available to watch at:

Creative Futures: <https://youtu.be/dz98s3Cjaeo>

Creative Futures 360°: <https://youtu.be/4AUY1SaJ2VQ>

Paré, D. (Host & Producer). (2018, May 11). *STEM Radio Hour Episode 4: Intersex bodies, technology, and consent* [Audio Podcast]. Radio EpiSTEMology (Producer). <https://soundcloud.com/user-774047997/episode-4-intersex-bodies-technology-and-consent>

Paré, D., & Wilson, A. (Hosts & Producers). (2018, January 17). *STEM Radio Hour Episode 3: Jamming with the code* [Audio Podcast]. Radio EpiSTEMology (Producer). <https://soundcloud.com/user-774047997/episode-3-jamming-with-code-making-music-making-code>

RESEARCH EXPERIENCE

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| Dec. 2018-Current | Graduate Research Assistant , <i>Partnering with Teachers on the Design of Inquiry for Socio-scientific Computational Thinking – NSF Funded Research Project</i> , with Dr. Ayush Gupta, University of Maryland (formerly) and Dr. Pratim Sengupta, University of Calgary, Calgary, AB. |
| Aug. 2017-May 2018 | Graduate Research Assistant & Producer , <i>STEM Radio Hour - Radio EpiSTEMology project</i> , with Dr. Marie-Claire Shanahan, Dr. Pratim Sengupta, and Dr. Beaumie Kim, Werklund School of Education, University of Calgary, Calgary, AB. |
| Feb. 2017-Dec. 2017 | Graduate Research Assistant , <i>Studio D Feminist Film – Social Sciences and Humanities Research Council of Canada Funded Research Project</i> , with Dr. Rebecca Sullivan, Department of English, University of Calgary, Calgary, AB. |
| Oct. 2006-March 2007 | Group Facilitator , <i>Ontario Partners Against Racism - Youth in Civic Engagement Research Project – Canadian Heritage Funded</i> , with Dr. Patricia Daenzer, McMaster University, Hamilton, ON. |

UNIVERSITY TEACHING EXPERIENCE

- Sept. 2015 to Present** **Academic Strategist and Learning Support**, providing private, one-to-one support to postsecondary students with learning-related disabilities - including organizational, research, reading, writing, studying, and self-advocacy support.
- Summer 2020** **Graduate Teaching Assistant**, Introduction to Computer-Supported Collaborative Learning, Educational Studies in Learning Sciences (Doctoral Program), Werklund School of Education, University of Calgary, Calgary, AB.
- Winter 2014** **Graduate Teaching Assistant**, Introduction to Women's Studies, 1st year undergraduate course, Interdisciplinary Studies Programs, University of Calgary, Calgary, AB
- Fall 2013** **Graduate Teaching Assistant**, Introduction to Women's Studies, 1st year undergraduate course, Interdisciplinary Studies Programs, University of Calgary, Calgary, AB
- Fall 2012** **Graduate Teaching Assistant**, Introduction to Women's Studies, 1st year undergraduate course, Interdisciplinary Studies Programs, University of Calgary, Calgary, AB
- Fall 2012** **Marking Assistant**, Professional and Technical Communications, 2nd year undergraduate Communication Studies course, Department of Communication and Culture, University of Calgary, Calgary, AB
- Fall 2011** **Graduate Teaching Assistant**, General Studies: History of Western Thought, 2nd year undergraduate Communications and Interdisciplinary Studies course, Department of Communication and Culture, University of Calgary, Calgary, AB
- Fall 2010** **Graduate Teaching Assistant**, Introduction to Canadian Studies, 1st year undergraduate course, Interdisciplinary Studies Programs, University of Calgary, Calgary, AB

OTHER TEACHING EXPERIENCE

- September 2016-July 2017** **Positive Space Initiative Coordinator - Contract**, Office of Diversity & Human Rights, Mount Royal University, Calgary, AB
- August 2014-June 2016** **Relationships, Identity and Sex Program Coordinator, Pride Centre Coordinator, & Relationship Violence Prevention Program Coordinator**

Students' Association of Mount Royal University, Calgary, AB

March 2014 - March 2016 **Workplace Equity & Inclusion Research and Facilitation Assistant,**
Gender@Work, Calgary, AB

2009 – 2016 **Independent Community Educator,**
Topics: Gender and Sexual Diversity; Healthy Relationships; Consent;
Safer Spaces; Sexual Health; Interpersonal Violence; Active Listening and
Communication Skills; Active Bystander and Allyship; Group Facilitation;
Social Justice, and Leadership.

2009-2010 **Grades 3-12, English, Language Arts, and Social Studies Tutor,**
MathPro Learning Centre, Calgary, AB

Summer 2008 **ESL Conversation Skills Workshop Leader / Event Coordinator,**
University of Calgary English Language Program, Calgary, AB

INVITED TALKS

2021 **Designing Queer Technologies: A Critical Phenomenological Reorientation of Immersive and Interactive Learning,** Featured Plenary Talk, The Immersive Learning Research Network (iLRN) 7th Annual Conference, [Online], May 17 – June 10, 2021.

2020 **Queering Virtual Reality,** Educators in VR International Summit, AltSpaceVR [Online], February 2020.

2019 **Trans Youth and Digital Media Storytelling with Virtual Reality Art,** Contemporary Issues in Child Studies Course, Department of Child Studies and Social Work

2019 **Cultural Diversity and Storytelling [Panel Presentation],** Story Studio 2019, Banff Centre for Arts and Creativity, March 2019.

2016 **Nonbinary Visibility,** Calgary Trans Day of Visibility, Arts Commons, March 2016.

2015 **Memorializing Violence, Making Change,** Calgary Cathedral Church of the Redeemer Trans Day of Remembrance, November 2015.

UNIVERSITY SERVICE

2013-2014 **Co-Chair,**
University of Calgary Gender and Sexual Diversity Symposium, Calgary, AB

2011-2013 **Graduate Student Representative,**
President's Advisory Committee on the Status of Women, University of Calgary

2012 **Panel Chair,**
Future of Women's Studies in Alberta Symposium, Calgary, AB

2008-2011 **Team Leader, Volunteer Coordinator, Communications Assistant,**
Women's Resource Centre, University of Calgary, AB

- 2008-2010** **President and Co-Founder,**
Japanese Conversation and Culture Club, University of Calgary, AB
- 2007** **Program Facilitator - High School Students,**
Global Citizenship Conference, McMaster University, Hamilton, ON
- 2006** **Planning Committee Member,**
Stephen Lewis Guest Lecture, McMaster University, Hamilton, ON
- 2005-2006** **Board of Directors Member / Applied Arts Director,**
Mohawk College Students' Association, Mohawk College, Hamilton, ON

COMMUNITY SERVICE

- 2020-Present** **Better Together VR, Weekly live stream from VRChat, a multiplayer, social virtual reality platform.**
Curate VRChat worlds for weekly streams, community relations and social media (Twitter, Facebook, YouTube, Twitch, Discord) management with VRChat creators from around the world.
- 2008-2018** **Community Mentorship and Peer Support Services,**
Providing support, education, and peer referral to services for gender and sexually diverse youth, adults, and allies; and people experiencing mental health distress and interpersonal violence.
- 2012-2014** **Board of Directors Member,**
Possibilities Calgary Bisexual & Pansexual Community Association, Calgary, AB
- 2005-2007** **Co-Chair Registration,**
Canadian Paraplegic Association Ontario Wheelchair Race, Hamilton, ON

PROFESSIONAL DEVELOPMENT

- 2021** **SFU Data Fellowship: Towards Responsible Machine Learning**
Simon Fraser University's Big Data Hub, and Simon Fraser University's Digital Democracies Institute
- 2021** **Small Research, Big Gains: Sparking Students' Curiosity Through Research Centered Teaching and Learning**
University of Calgary, Taylor Institute for Teaching and Learning
- 2021** **Using Zoom to Facilitate Online Classes - Workshop**
University of Calgary, Taylor Institute for Teaching and Learning
- 2021** **Voice Acting Mastery with Crispin Freeman - Class**
Online
- 2020** **Ambient and Procedural Sound Design**
Unreal Engine Online Learning

- 2020** **An Unexpected Light: Telling Possible Stories in Impossible Times,**
Online Speculative Fiction Writing Course by Tiffany Sostar
- 2019** **Oculus Launch Pad Virtual Reality Boot Camp & Mentorship Program**
Oculus: San Jose, California
- 2017** **Creative Crossroads: Combining Engineering and Arts Creative Development**
University of Calgary, Taylor Institute for Teaching and Learning
- 2016** **Human Resource Basics for Managers - Course**
Mount Royal University, Continuing Education
- 2014** **Human Centered Design for Social Innovation**
Acumen Academy in partnership with IDEO.org
- 2014** **Instructional Skills Workshop, Certificate of Completion**
University of Calgary, Taylor Institute for Teaching and Learning
- 2011** **Institutional Ethnography Intensive Workshop, Certificate of Completion**
University of Toronto, Ontario Institute for Studies in Education,
Centre for Women's Studies in Education
- 2011** **Mapping for Change Workshop, Certificate of Completion**
University of Toronto, Ontario Institute for Studies in Education,
Centre for Women's Studies in Education

AWARDS AND HONOURS

- 2011** Governor General's Silver Medallion in Women's Studies.
- 2010** Faculty of Arts Dean's List. University of Calgary.
- 2009** Faculty of Communication and Culture Dean's List. University of Calgary.
- 2006** President's Gold Medal. Mohawk College.

GRANTS, SCHOLARSHIPS, AND FELLOWSHIPS

- 2021** Elizabeth Cannon Graduate Scholarship in Entrepreneurial Thinking
- 2021** SFU Data Fellowship: Towards Responsible Machine Learning
- 2021** Scale AI Grant.
- 2020** Oculus Launch Pad Virtual Reality Grant.
- 2019** Alberta Innovates (Technology) Graduate Scholarship.
- 2019** Paul D. Fleck Fellowship, Banff Centre for Arts and Creativity.
- 2018** U. of Calgary, Werklund School of Education Graduate Student Conference Travel Award.
- 2018** University of Calgary Faculty of Graduate Studies Travel Award.
- 2018** TELUS Storyhive Immersive Edition Filmmaking Grant.
- 2012** University of Calgary Faculty of Graduate Studies Travel Award.
- 2012** Society for the Study of Social Problems, Lee Student Support Fund.
- 2012** University of Calgary Graduate Students' Association Professional Development Grant.

- 2012** Queen Elizabeth II Graduate Scholarship.
- 2011** University of Calgary Graduate Students' Association Professional Development Grant.
- 2010** Queen Elizabeth II Graduate Scholarship.
- 2010** Judith Sloman Memorial Scholarship in Women's Studies.
- 2006** Mohawk College General Arts and Science Scholarship.

MEDIA COVERAGE

- Andrée-Marie Dussault, "La réalité virtuelle au service de l'égalité / Virtual Reality in the Service of Equality," *Gazette des Femmes*, June 22, 2021. <https://gazettedesfemmes.ca/21302/la-realite-virtuelle-au-service-de-legalite/>
- Oculus VR, "Oculus Launch Pad Grads Dylan Paré, Scout Windsor and John Craig Share the Creative Process Behind Mementorium," *Oculus Developer Blog*, April 28, 2021. <https://developer.oculus.com/blog/oculus-launch-pad-grads-dylan-par-scout-windsor-and-john-craig-share-the-creative-process-behind-mementorium/>
- Pauline Verduziez, "Explorer le genre grâce à la réalité virtuelle," *Le Temps*, January 6, 2021. <https://www.letemps.ch/societe/explorer-genre-grace-realite-virtuelle>
- Benjamin Hoguet, "Body, avatar and gender in virtual reality," *Canada Media Fund Trends*, February 18, 2020. <https://trends.cmf-fmc.ca/body-avatar-and-gender-in-virtual-reality/>
[French Language Version: "Corps, avatar et genre en réalité virtuelle," *Fonds des médias du Canada Veille*, 18 février 2020. <https://trends.cmf-fmc.ca/fr/corps-avatar-et-genre-en-realite-virtuelle/>]
- Banff Centre for Arts and Creativity, "OPEN STUDIO: Flocking Stories," *Open Studio*, May 24, 2019. [Video] <https://www.facebook.com/BanffCentre/videos/2269883573278719/>
- Aryn Toombs, "Boids' demonstrate deeper meaning for LGBTQ experiences," *Rocky Mountain Outlook*, May 10, 2019. <https://www.rmotoday.com/mountain-guide/boids-demonstrate-deeper-meaning-for-lgbtq-experiences-1574172>
- Werklund School of Education Staff, "Gather around a virtual campfire, complete with fire-crackling sound effects, for some LGBTQ storytelling," *UToday*, September 19, 2018. <https://news.ucalgary.ca/news/gather-around-virtual-campfire-complete-fire-crackling-sound-effects-some-lgbtq-storytelling>
- Kyle Melnick, "Trans Youth Imagine Their Ideal Future Using Google Tilt Brush," *VRScout*, September 4, 2018. <https://vrscout.com/news/trans-youth-future-tilt-brush/>