

Dylan Paré (they/them)

Curriculum Vitae

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EDUCATION

Ph.D., Educational Research - Learning Sciences, Expected May 2022

University of Calgary, Calgary, AB

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

Dissertation Advisor: Dr. Pratim Sengupta

M.A., 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

B.A., 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., 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.

Uttamchandani, S., Shrodes, A., Lizarraga, J., Cortez, A., **Paré, D.**, Shanahan, M-C., Sengupta, P., Bang, M., Hoadley, C. (2020). 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.** (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.

Encyclopedia Entries:

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: <http://dx.doi.org/10.1093/acrefore/9780190264093.013.1524>

Manuscripts in Submission:

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

AWARDS AND HONOURS

- 2021** Rosie Award, Best Narrative Game or Interactive Project for Mementorium. Alberta Media Production Industries Association (AMPIA).
- 2011** Governor General’s Silver Medallion in Women’s Studies. Governor General of Canada.
- 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, University of Calgary.
2021 SFU Data Fellowship: Towards Responsible Machine Learning, Simon Fraser University.
2021 Scale AI Grant, Scale AI.
2020 Oculus Launch Pad Virtual Reality Grant, Meta (Formerly Oculus by Facebook).
2019 Alberta Innovates (Technology) Graduate Scholarship, Alberta Innovates.
2019 Paul D. Fleck Fellowship, Banff Centre for Arts and Creativity.
2018 Werklund School of Education Graduate Student Conference Travel Award, University of Calgary.
2018 Faculty of Graduate Studies Travel Award, University of Calgary.
2018 Immersive Edition Filmmaking Grant, TELUS Storyhive.
2012 Faculty of Graduate Studies Travel Award, University of Calgary.
2012 Society for the Study of Social Problems, Lee Student Support Fund.
2012 Graduate Students' Association Professional Development Grant, University of Calgary.
2012 Queen Elizabeth II Graduate Scholarship, Alberta.
2011 Graduate Students' Association Professional Development Grant, University of Calgary.
2010 Queen Elizabeth II Graduate Scholarship, Alberta.

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], June 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, Mount Royal University, April 2019.
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.

CONFERENCE ACTIVITY

Papers Presented:

- 2021** Radoff, J., **Paré, D.**, Sohr, E. Creative insubordination: Seeing politics and power in teachers' everyday work. Paper presented at the *2021 American Educational Research Association Annual Meeting*, Virtual Meeting (April 2021).
- 2021** **Paré, D.**, Windsor, S., & Craig, J. 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, (August 2021).
- 2020** **Paré, D.**, Shanahan, M-C. & Sengupta, P. (2020). Queering complexity using multi-agent simulations. Paper presented the *14th International Conference of the Learning Sciences (ICLS)*, Nashville, Tennessee [Session Cancelled].
Nominated for Best Student Paper at the 2020 International Conference of the Learning Sciences.
- 2020** **Paré, D.**, Craig, J., Sengupta, P. 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 (June 2020). [Conference cancelled].
- 2020** **Paré, D.**, & Sengupta, P. Queer marginalization and emergence: Complexity education meets queer theory. Paper presented at the *2020 American Educational Research Association Annual Meeting*, San Francisco, CA (April 2020). [Conference cancelled].
- 2019** **Paré, D.**, & Sengupta, P. Queering virtual reality: Playful exploration of gender and sexual binaries. Paper presented at the *2019 American Educational Research Association Annual Meeting*, Toronto, ON (April 2019).
- 2017** **Paré, D.**, & Sengupta, P. 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 (September 2017).
- 2017** **Paré, D.** 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 (August 2017).
- 2017** **Paré, D.**, & Sostar, T. 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 (August 2017).
- 2016** **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 (October 2016).

- 2014** Paré, D. (2014, March). Creating safer spaces. Paper presented at the *Gender and Sexual Diversity Symposium*, University of Calgary (March 2014).
- 2013** Paré, D. 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 (June 2013).
- 2012** Paré, D. 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 (August 2012).

Conferences and Symposia Organized:

- 2020** Kidney, J., Hladik, S., Lam-Herrara, M., Ostrowdun, C., & Paré, D. 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 – SIG Learning Sciences (CSSE – SIG LS)*, London, ON (June 2020). [Conference cancelled].
- 2020** Uttamchandani, S., Shrodes, A., Lizarraga, J., Cortez, A., Paré, D., Shanahan, M-C., Sengupta, P., Bang, M., & Hoadley, C. 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 (June 2020). [Session cancelled].
- 2018** Adams, J., Barma, S., Vincent, M-C., Voyer, S., Rahm, J., Touiou, F., Sengupta, P., Shanahan, M-C., Hladik, S., Paré, D., Chaffee, R., Luehmann, A., Calabrese Barton, A., Greenberg, D., Thompson, J., Haganah, S., & O'Connor, K. Unpacking 'Signs of Learning' in Complex Social Environments: Desettling Neoliberal Market-Driven Educational Methodologies, Epistemologies and Recognitions of Learning. Symposium conducted at the *13th International Conference of the Learning Sciences (ICLS)*, London, UK (June 2018).
- 2014** Paré, D., & Hall, J. (Chairs). *Gender and Sexual Diversity Symposium*, University of Calgary, Calgary, AB (March 2014).

Discussant:

2012 Undergraduate and Graduate Students' Perspectives on the Future of Women's Studies, Future of Women's Studies in Alberta Symposium, Calgary, AB.

CAMPUS AND DEPARTMENTAL TALKS

- 2021** **Research Methodologies and Methods for Virtual Reality Research Studies**, Presentation for the Digital Worlds - Research on Global Challenges Course, Department of Computer Science and Taylor Institute for Teaching and Learning, University of Calgary.
- 2021** **Queer Technologies - Integrating Intersectional Queer and Trans Perspectives into Learning Environments**, Workshop for the Education Students' Association at the Werklund School of Education, University of Calgary.
- 2021** **Queering Education**, Presentation for the Learning and Experience Graduate Educational Research Course, Werklund School of Education, University of Calgary.
- 2017** **Designing Immersive Virtual Realities for Learning about Gender and Sexuality**, Presentation to the Learning Sciences Department Colloquium, Werklund School of Education, University of Calgary.

DESIGN WORK

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:

Festival of International Virtual and Augmented Reality Stories – FIVARS, Los Angeles, CA (October 15 – November 2, 2021).

Association for Computing Machinery Special Interest Group on Computer Graphics and Interactive Techniques (ACM SIGGRAPH) Immersive Pavilion, Virtual Conference (August 9 - 13, 2021).

Oculus Launchpad Demo Day, Facebook HQ, Menlo Park (March 2020), Vertical Slice/ Demo Project.

Paré, D., & Craig, J. (2021). *Flocking Bow Valley*. [Public Installation 2021; Online Simulation 2021]. Retrieved from <https://queercodecoll.github.io/Flocking-Bow-Valley/> Made with HTML, CSS, & JavaScript.

My contributions: Simulation co-design and co-development, audio recording and editing, 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:

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

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).

Exhibited at:

The virtual world was used for a public educational presentation by a NASA engineer to teach attendees about the NASA Perseverance mission on July 7, 2021. Our team also presented about the design of the virtual world.

A permanent exhibit in VRChat, released February 19, 2021.

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

Craig, J., Paré, D., Cutler, M., Mattingly, P., Hladik, S., Kidney, J., Helvaci-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.

Exhibited at: *A permanent exhibit at the National Music Centre of Canada*, Calgary, AB.

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:

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

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

ArtsPlace Canmore (September – October 2019).

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

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

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:

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

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

TEDxCalgary, Navigators (October 2018).

Beakerhead Art, Science and Technology Festival (September 2018).

Craig, J., **Paré, D.,** Cutler, M., Helvaci 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:

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

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>

UNIVERSITY TEACHING EXPERIENCE

Sept. 2015 to Present

Academic Strategist and Learning Support Specialist, providing private, one-to-one support to postsecondary students with learning-related disabilities - including organizational, research, reading, writing, studying, and self-advocacy support.

Graduate Education Research

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 [Online].

Undergraduate Interdisciplinary Studies

- 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 2010** **Graduate Teaching Assistant**, Introduction to Canadian Studies, 1st year undergraduate course, Interdisciplinary Studies Programs, University of Calgary, Calgary, AB

Undergraduate Communication and Culture

- 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

COMMUNITY AND WORKPLACE 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.

RESEARCH EXPERIENCE

Dec. 2018-Current

Graduate Research Assistant, *Partnering with Teachers on the Design of Inquiry for Socio-scientific Computational Thinking – NSF Funded Research Project*, with Dr. Ayush Gupta, University of Maryland (formerly) and Dr. Pratim Sengupta, University of Calgary, Calgary, AB.

Aug. 2017-May 2018

Graduate Research Assistant, *STEM Radio Hour - Radio EpiSTEMology project*, 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, *Studio D Feminist Documentary Films in Canada– Social Sciences and Humanities Research Council of Canada Funded Research Project*, with Dr. Rebecca Sullivan, Department of English, University of Calgary, Calgary, AB.

Oct. 2006-March 2007

Group Facilitator, *Ontario Partners Against Racism - Youth in Civic Engagement Research Project – Canadian Heritage Funded*, with Dr. Patricia Daenzer, McMaster University, Hamilton, ON.

SERVICE TO PROFESSION

Emerging Scholars Committee & Social Media / Website Subcommittee, Canadian Learning Sciences Network, 2021.

UNIVERSITY SERVICE

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

COMMUNITY INVOLVEMENT AND EXTRA-CURRICULUR SERVICE

2020-Present Better Together VR, Weekly live stream from VRChat, a multiplayer, social virtual reality platform.

A weekly live stream where the team explores multiplayer, virtual worlds and discusses aspects of design, community, and the future of social VR.

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

2008-2011 Team Leader, Volunteer Coordinator, Communications Assistant,

Women's Resource Centre, University of Calgary, AB

MEDIA COVERAGE

FIVARS, "FIVARS 2021 spotlight – Mementorium," *FIVARS – Festival of International Virtual and Augmented Reality Stories*, October 2021. <https://fivars.net/news/fivars-2021-spotlight-mementorium/>

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/>

PROFESSIONAL SKILLS DEVELOPMENT

- 2021 SFU Data Fellowship: Towards Responsible Machine Learning – Intensive Week-long Workshop**
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 – Workshop**
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 – Multi-day 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