

Dylan Paré (they/them)

Curriculum Vitae

www.dylanpare.com | www.queercode.org

[Design Projects Video Reel](#) | [LinkedIn](#)

EDUCATION

Ph.D., Educational Research - Learning Sciences, Expected Spring 2023

University of Calgary, Calgary, AB

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

M.A., Communication and Culture, 2015

University of Calgary, Calgary, AB

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 (Peer-Reviewed):

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 (Peer-Reviewed):

Paré, D. (2022). Extending “othered” bodies into learning environments: Queer reorientations, virtual reality, and learning about marginalization. In C. Chinn, E. Tan, C. Chan, & Y. Kali (Eds.). *Proceedings of the 16th International Conference of the Learning Sciences-ICLS2022*, (pp. 543-550). Hiroshima, Japan: International Society of the Learning Sciences.

Paré, D., Windsor, S., & Craig, J. (2021). *Mentorium: Designing for playful and interactive learning about gender and sexuality-based marginalization*. ACM SIGGRAPH 2021 Immersive Pavilion, Virtual Event, USA. <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., Lizárraga, J. R., 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]. In M. Gresalfi, & I. S. Horn (Eds.), *14th International Conference of the Learning Sciences: The Interdisciplinarity of the Learning Sciences, ICLS 2020 - Conference Proceedings* (pp. 358-365). (Computer-Supported Collaborative Learning Conference, CSCL; Vol. 1). International Society of the Learning Sciences (ISLS).

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 (Peer-Reviewed):

Paré, D. (2021). A critical review and new directions for queering computing and computing education. In George Noblit (Ed.), *Oxford Research Encyclopedia of Education*. Oxford University Press. DOI: <http://dx.doi.org/10.1093/acrefore/9780190264093.013.1524>

Reports (Peer-Reviewed):

Shrodes, A. & **Paré, D.** (2022). Advancing equitable education with intersectional approaches in queer theory. *Rapid Community Report Series: Anti-racist Approaches in the Learning Sciences*. Digital Promise and the International Society of the Learning Sciences. <https://repository.isls.org//handle/1/7667>

Research Demonstrations:

Paré, D., Craig, J., & Windsor, S. (2022, 12-16 March 2022). Feeding the fish: Interaction design to support listening to accounts of marginalization. *2022 IEEE Conference on Virtual Reality and 3D User Interfaces Abstracts and Workshops (VRW)*, <https://doi.org/10.1109/VRW55335.2022.00343>

Workshops:

Paré, D., Windsor, S., & Craig, J. (2022). Technology in the margins: Queer and trans technologies to support reorienting toward LGBTQ2S+ solidarity. Workshop in J. Oshima, T. Mochizuki, & Y. Hayashi (Eds.), *International collaboration toward educational innovation for all, 2022 International Society of the Learning Sciences (ISLS) Annual Meeting*, (June 6-10, 2022). Hiroshima: International Society of the Learning Sciences (Online).

Manuscripts in Preparation:

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

Paré, D. (in preparation). *Queering complexity: Modelling gender and sexuality-based marginalization and resilience*. Manuscript in preparation. [Extension of ISLS 2020 Paper]

Paré, D. (in preparation). *Extending "othered" bodies into learning environments: Queer reorientations, virtual reality, and learning about marginalization*. Manuscript in preparation. [Extension of ISLS 2022 Paper]

AWARDS, HONOURS, AND FELLOWSHIPS

- 2021** Rosie Award, Best Narrative Game or Interactive Project for Mementorium. Alberta Media Production Industries Association (AMPIA).
- 2021** SFU Data Fellowship: Towards Responsible Machine Learning, Simon Fraser University.
- 2019** Paul D. Fleck Fellowship, Banff Centre for Arts and Creativity.
- 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 AND SCHOLARSHIPS

| | | |
|-------------|---|---|
| 2022 | Meta Horizon Worlds Builders, Meta. |  |
| 2022 | Meta Horizon Worlds Builders, Meta. |  |
| 2022 | Elizabeth Cannon Graduate Scholarship in Entrepreneurial Thinking, University of Calgary. | \$20,000 CAD |
| 2021 | Elizabeth Cannon Graduate Scholarship in Entrepreneurial Thinking, University of Calgary. | \$20,000 CAD |
| 2021 | Scale AI Grant, Scale AI. | \$350 CAD |
| 2020 | Oculus Launch Pad Virtual Reality Grant, Meta. |  |
| 2019 | Alberta Innovates (Technology) Graduate Scholarship, Alberta Innovates. | \$31,000 CAD |
| 2018 | Werklund School of Education Graduate Student Conference Travel Award, University of Calgary. | \$900 CAD |
| 2018 | Faculty of Graduate Studies Travel Award, University of Calgary. | \$1,250 CAD |
| 2018 | Immersive Edition Filmmaking Grant, TELUS Storyhive. | \$40,000 CAD |
| 2017 | Society for the Study of Social Problems, Lee Student Support Fund. | \$200 CAD |
| 2012 | Faculty of Graduate Studies Travel Award, University of Calgary. | \$1,250 CAD |
| 2012 | Society for the Study of Social Problems, Lee Student Support Fund. | \$200 CAD |
| 2012 | Graduate Students' Association Professional Development Grant, University of Calgary. | \$500 CAD |
| 2012 | Queen Elizabeth II Graduate Scholarship, Alberta. | \$10,800 |
| 2011 | Graduate Students' Association Professional Development Grant, University of Calgary. | \$500 CAD |
| 2010 | Queen Elizabeth II Graduate Scholarship, Alberta. | \$3,600 CAD |

INVITED TALKS

- 2022** **Designing Virtual Reality Space Education**, Invited Speaker with Scout Windsor, John Craig, and Kevin Ang for the NASA XR Community of Interest, National Aeronautics and Space Administration [Online], October 2022.
- 2022** **Advancing Equitable Education with Intersectional Approaches in Queer Theory**, Co-presentation and discussion with Addie Shrodes for Tanner Veas's Power, Politics, and Equity in Learning Environments class, Penn State University [Online], September 2022.
- 2022** **Immersive Storytelling: Negotiating Identity**, Invited Speaker with Maize Longboat, Negotiating Digital Space in Culturally Significant Storytelling, Canadian Centre for Mindful Habitats [Online], July 2022.
- 2022** **Technology in the Margins: Reorienting Toward LGBTQ+ Experiences in the Design of Technology Learning Environments**, Invited Panel Presentation, Association for Research in the Cultures of Young People (ARCYP)'s Video Games and Young People's Digital Cultures Symposium [Online], May 2022.
- 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**, Invited Speaker, Educators in VR International Summit, AltSpaceVR [Online], February 2020.
- 2019** **Trans Youth and Digital Media Storytelling with Virtual Reality Art**, Invited Speaker, Contemporary Issues in Child Studies Course, Department of Child Studies and Social Work, Mount Royal University, April 2019.
- 2019** **Cultural Diversity and Storytelling**, Invited Panel Presentation, Story Studio 2019, Banff Centre for Arts and Creativity, March 2019.
- 2016** **Nonbinary Visibility**, Invited Speaker, Calgary Trans Day of Visibility, Arts Commons, March 2016.
- 2015** **Memorializing Violence, Making Change**, Invited Speaker, Calgary Cathedral Church of the Redeemer Trans Day of Remembrance, November 2015.

CONFERENCE ACTIVITY

Papers Presented:

- 2023** Windsor, S., Paré, D., Craig, J. Learning about NASA Missions in Virtual Reality. Poster presented at Space Science in Context (SSiC), Virtual Meeting (January 2023).

- 2021** Paré, D., Windsor, S., Craig, J. Mementorium: Learning about LGBTQ+ marginalization in STEM fields using virtual reality. Poster presented at Queer in AI Workshop conducted at the meeting of the 35th Conference on Neural Information Processing Systems (NeurIPS), Virtual Meeting (December 2021).
- 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:

- 2023** Vea, T., Curnow, J., Lebovitch, A., Broad, S., Paré, D., & Davis, N. R., Emotion and sensemaking in politicized contexts: Expanding the conversation. Symposium conducted at the meeting of the 2023 Annual Meeting of the American Educational Research Association (*AERA – SIG LS*), Chicago, IL and Virtual (April-May 2023).
- 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].
- 2014** Paré, D., & Hall, J. (Chairs). *Gender and Sexual Diversity Symposium*, University of Calgary, Calgary, AB (March 2014).

CAMPUS AND DEPARTMENTAL TALKS

- 2021** **Research Methodologies and Methods for Virtual Reality Research Studies**, Presentation for the Digital Worlds - Research on Global Challenges Undergraduate 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**, Co-presentation and discussion with Suraj Uttamchandani and Addie Shrodes 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

Craig, J., Windsor, S., **Paré, D.** (2023) *Snail Mechanics*. [Virtual Reality World for Meta Horizon Worlds].

My contributions: Game design, user-interaction design, modelling, music composition.

Craig, J., Windsor, S., **Paré, D.** (2022) *Cooperative Horse: Beach Hay-cation*. [Virtual Reality World for Meta Horizon Worlds].

My contributions: Game design, user-interaction design, modelling, music composition.

Craig, J., Ang, K., **Paré, D.** (2022) *Cooperative Horse: Knights of the Round Stable*. [Virtual Reality World for Meta Horizon Worlds].

My contributions: Music composition, QA Testing.

Windsor, S. & **Paré, D.** (2022). *Boopables*. [Virtual Reality World for Meta Horizon Worlds].

Awards: Selected by competition for Horizon Worlds Builder Growth Track Grant.

My contributions: Game design, user-interaction design, music composition.

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

Awards: Facebook Oculus Launch Pad 2019 Scholarship Recipient; 2021 Rosie Award winner for Best Narrative Game or Interactive Project.

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

Paré, D., Craig, J., Windsor, S., Ang, K. (June 2020 – Present). *Better Together VR*, Weekly live stream from VRChat (a multiplayer, social virtual reality platform) to share and discuss new developments in social VR. [YouTube: <https://www.youtube.com/bettertogethervr>]

My contributions: I curate a list of VRChat virtual worlds to visit during weekly live streams, manage social media (Twitter, Facebook, YouTube, Twitch), and communicate with VRChat creators from around the world. I also created original music for the start of every stream.

My original music for the live stream is available on my SoundCloud:

<https://soundcloud.com/dylan-pare-308385874>

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

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. (2021). *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. My work on the sound design applies the scientific knowledge of how we would perceive sound on Mars given the different atmosphere, thus contributing to a more scientifically accurate virtual experience of Mars.

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

Chillout Perseverance on Mars Music: <https://soundcloud.com/dylan-pare-308385874/chillout-perseverance-on-mars>

Perseverance Drum & Space on Mars Music: <https://soundcloud.com/dylan-pare-308385874/perseverance-drum-space-on-mars>

1st Sounds from Mars Drum & Space Sample: <https://soundcloud.com/dylan-pare-308385874/1stsoundsfrommarsdrumspacesample>

Craig, J., **Paré, D.,** Cutler, M., Mattingly, P., Hladik, S., Kidney, J., Helvacı-Ozacar, B., Kim, B., Shanahan, M.-C., & Sengupta, P. (2019). *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. (2019). *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. (2018). *Queer and Trans 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., 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:

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° animating with Unity, film and audio editing for both films in Adobe Premiere and Audition.

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 on TELUS OPTIK and online:

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

Independent Learning Consultant

2015 to 2021

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.

Undergraduate and Graduate Studies

Winter 2022

Instructor, University of Calgary

Course title: Sociology of Gender (SOC1 303).

2nd year undergraduate course, Department of Sociology.

Summer 2020

Teaching Assistant, University of Calgary

Course title: Introduction to Computer-Supported Collaborative Learning (EDER 779).

Graduate course, Educational Studies in Learning Sciences (Doctoral Program), Werklund School of Education.

Winter 2014

Teaching Assistant, University of Calgary

Course title: Introduction to Women's Studies (WMST 201).

1st year undergraduate course, Interdisciplinary Studies Programs.

Fall 2013

Teaching Assistant, University of Calgary

Course title: Introduction to Women's Studies (WMST 201).

1st year undergraduate course, Interdisciplinary Studies Programs.

| | |
|----------------------|---|
| Dec. 2018-Present | Research Assistant Partnering with Teachers on the Design of Inquiry for Socio-scientific Computational Thinking – NSF Funded Research Project. Principal Investigator: Andrew Elby, University of Maryland Co-Principal Investigators: Tara Brown, Pratim Sengupta, Erin Sohr, Jennifer Radoff |
| Aug. 2017-May 2018 | Research Assistant , Mind, Matter and Media Lab, University of Calgary STEM Radio Hour - Radio EpiSTEMology project – Funded by the Taylor Institute for Teaching and Learning at the University of Calgary, the Werklund School of Education, University of Calgary, and the Imperial Oil Foundation. Principal Investigators: Marie-Claire Shanahan, Pratim Sengupta, and Beaumie Kim. |
| Feb. 2017-Dec. 2017 | Research Assistant , University of Calgary Studio D Feminist Documentary Films in Canada– Social Sciences and Humanities Research Council of Canada Funded Research Project Principal Investigator: Rebecca Sullivan |
| Oct. 2006-March 2007 | Group Facilitator , McMaster University Ontario Partners Against Racism - Youth in Civic Engagement Research Project – Canadian Heritage Funded Principal Investigator: Dr. Patricia Daenzer. |

SERVICE TO PROFESSION

| | |
|-------------------|--|
| Nov. 2022-Present | Equity & Justice Committee , International Society of the Learning Sciences. |
| 2021-Present | Emerging Scholars Committee & Social Media / Website Subcommittee , Canadian Learning Sciences Network. |
| 2022 | Conference Reviewer , International Society of the Learning Sciences. |
| 2019 | Conference Reviewer , Learning Sciences Graduate Student Conference. |

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

| | |
|-----------|---|
| 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. |
| 2012-2014 | Board of Directors Member , |

| | |
|-----------|---|
| 2008-2011 | Possibilities Calgary Bisexual & Pansexual Community Association, Calgary, AB Team Leader, Volunteer Coordinator, Communications Assistant, Women's Resource Centre, University of Calgary, AB |
| 2008-2010 | President, Japanese Conversation & Culture Club, University of Calgary |

PROFESSIONAL SKILLS DEVELOPMENT

| | |
|------|---|
| 2022 | Centering of Living, Mattering of Lives: Methodological and Transformative Possibilities for Socially Just STEM Education Research International Society for the Learning Sciences Pre-Conference Workshops |
| 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, 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 |

SKILLS

- Advanced training in the Learning Sciences, Communication and Cultural Studies, and Intersectional Feminist, Gender, and Sexuality Studies

- Advanced training in qualitative research, including ethnography, participatory and design-based research, and qualitative methods, including observations, focus groups, and interviews.
- Specialized training in Institutional Ethnography and Mapping for Change.
- Computational and interactive art design
- Virtual reality experience design
- Project management
- Budget management
- Team leadership and mentoring
- Grant-writing (academic and industry)
- Academic and industry writing and presentation
- Trained in Unity and Unreal game engines for virtual reality development
- Adobe Audition, Adobe Premiere, and Davinci Resolve for audio and video editing
- Ableton for music composition
- Steinberg SpectraLayers Pro for advanced audio editing
- Atom, GitHub, and Processing 3.0 for computational modelling and interactive art
- WordPress, HTML, CSS for website design
- NVivo for qualitative data analysis
- Twine for writing interactive narrative

LANGUAGES

Japanese. Elementary proficiency in speaking. Limited working proficiency in reading and writing with use of a dictionary.

French. Elementary proficiency in reading. Limited working proficiency in writing.

PROFESSIONAL MEMBERSHIP AND AFFILIATIONS

American Educational Research Association, member since 2019.

International Society of the Learning Sciences, member since 2020.

Network of the Learning Sciences in Canada, member since 2020.

MEDIA COVERAGE

Kitayama, T. (Director). (2022, June). *Laugh DX (笑DX)*. R. Shimamoto & S. Ota (Producers). United Productions. Fuji TV. <https://united-p.co.jp/news/10708/>

Hunting, J. (Director). (2022). *We met in virtual reality* [Documentary]. C. Cook, K. Everett, H. Hessel, J. Hunting, & B. Mooser. (Producers). HBO. <https://www.imdb.com/title/tt16378482/>

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 medias 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/>