Dylan Paré (they/them)

Curriculum Vitae
www.dylanpare.com | www.queercode.org
Design Projects Video Reel | LinkedIn

EDUCATION

Ph.D., Educational Research - Learning Sciences, 2023
University of Calgary, Calgary, AB
Dissertation Title: *Reorienting Toward Queerness: Learning with Virtual Reality and Multi-Agent Simulations of 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

PROFESSIONAL APPOINTMENTS

2023-Present   The Pennsylvania State University, Learning and Performance Systems,
Assistant Professor of Learning, Design, and Technology

PUBLICATIONS

Book Chapters (Peer-Reviewed):

2019   **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. https://doi.org/10.1007/978-3-030-29489-2_17

Conference Proceedings (Peer-Reviewed):

2023   **Paré, D.** (2023). "TERFs are a thing. and I f*cking hate them": Developing solidarity through emotion and ideology. In Blikstein, P., Van Aalst, J., Kizito, R., & Brennan, K. (Eds.), *Proceedings of the 17th International Conference of the Learning Sciences - ICLS 2023* (pp. 1022-1025). International Society of the Learning Sciences. https://doi.org/10.22318/icls2023.108581

2022   **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). International Society of the Learning Sciences. https://dx.doi.org/10.22318/icls2022.543

2021   **Paré, D.,** Windsor, S., & Craig, J. (2021). Mementorium: Designing for playful and interactive learning about gender and sexuality-based marginalization. In *ACM SIGGRAPH 2021 Immersive Pavilion*, https://doi.org/10.1145/3450615.3464544

2020   **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.
<u>*Nominated for Best Student Paper at the 2020 International Conference of the Learning Sciences.</u>

2020   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).

2018   **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/

2018   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):

2021   **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):

2022   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:

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

Workshops:

2022   **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 Submission:

Paré, D. (in review). Queer reorientations in virtual reality: Designing for solidarity in science and technology learning environments. *Science Education*. (Revised and resubmitted)

AWARDS, HONOURS, AND FELLOWSHIPS

2023   Network of the Learning Sciences in Canada's PhD Dissertation Award for Excellence
2023   Honorable Mention (3rd Place), Presence Platform MR Hackathon, Meta
2023   Best Prototype, Launchpad Liftoff, Hunter Hub for Entrepreneurial Thinking, University of Calgary.
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. (December 2022)
2022   Meta Horizon Worlds Builders, Meta. (July 2022)
2022   Elizabeth Cannon Graduate Scholarship in Entrepreneurial Thinking, University of Calgary.
2021   Elizabeth Cannon Graduate Scholarship in Entrepreneurial Thinking, University of Calgary.
2021   Scale AI Grant, Scale AI.
2020   Oculus Launch Pad Virtual Reality Grant, Meta.
2019   Alberta Innovates (Technology) Graduate Scholarship, Alberta Innovates.
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.
2017   Society for the Study of Social Problems, Lee Student Support Fund.

2012	Faculty of Graduate Studies Travel Award, University of Calgary.
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

2024   **Simulations and Visualizations for Learning about Social Issues**
Presentation at the 2024 O'Reilly Social Science Foo Camp, O'Reilly, Meta, SAGE Publishing, and the Alfred P. Sloan Foundation, Menlo Park, CA, February 9-11, 2024.

2023   **How Can Queer Theory Guide Us in Rethinking Computing and Digital Media Education?**
Invited Speaker for the London Metropolitan University, School of Computing and Digital Media [Online], March 2023.

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 Vea'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 **Pare, D.** Developing Solidarity through Emotion and Ideology and across Identity Experiences. Paper presented in the symposium," Emotion and Sensemaking in Politicized Contexts: Expanding the Conversation," *2023 American Educational Research Association Annual Meeting*, Chicago, USA (April 2023).

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

2024   **A Critical View of AI,** Co-presentation with Tanner Vea for the College of Education Centennial Celebration Lunch and Learn on AI in Educational, Community, and Workplace Settings, Department of Learning and Performance Systems, College of Education, Pennsylvania State University.

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

2024   Windsor, S., Craig, J., **Paré, D.** (2023) *Snail Mechanics*. [Mixed Reality Application for Meta Quest].
My contributions: Game design, user-interaction design, sound design, and music composition.

2023   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.
Awards: Best Prototype, Launchpad Liftoff, Hunter Hub for Entrepreneurial Thinking, University of Calgary.

2022   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.

2022   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.

2022   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.

2021   **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:
In Search of Queertopias (Group Exhibition). Nathan Clark (Curator), OR Gallery, Vancouver, BC (July 15 – August 12, 2023).
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.

2020   **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.

2021   **Paré, D**., & Craig, J. (2021). *Flocking Bow Valley*. [Public Installation 2021; Online Simulation 2021]. 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).

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, UDON graph scriptwriting. My work on sound design applies 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 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

2019   Craig, J., **Paré, D**., Cutler, M., Mattingly, P., Hladik, S., Kidney, J., Helvaci-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.

2019   **Paré, D**., & Craig, J. (2019). *Flocking QT Stories: Agent-Based Modelling of Flocking and Gender and Sexuality-based Marginalization and Resilience.* [Public Installation 2019; Online Simulation 2020] 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, Canmore Festival of Art and Creativity (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).

2018   **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).

2019   Craig, J., **Paré, D**., Cutler, M., Helvaci Özacar, B., Sengupta, P., & Shanahan, M-C. (2019). *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).

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

My contributions: Co-producer, co-director, scriptwriter, 360º 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 360º 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 360º: https://youtu.be/4AUY1SaJ2VQ

2018   **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

2018 **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

College of Education, Pennsylvania State University

Spring 2024	**Instructor**
	Course title: Making with Art and Learning Technologies (LDT 110N)
	Undergraduate course.

Fall 2023	**Instructor**
	Course title: Learning Technologies for Good and Evil (LDT 843)
	Graduate course, Master of Education

Werklund School of Education, University of Calgary

Summer 2020	**Teaching Assistant**
	Course title: Introduction to Computer-Supported Collaborative Learning (EDER 779).
	Graduate course, Educational Studies in Learning Sciences (Doctoral Program)

Faculty of Arts, University of Calgary

Winter 2022	**Developer and Instructor**
	Course title: Sociology of Gender (SOCI 303).
	2nd year undergraduate course, Department of Sociology.

Winter 2014	**Teaching Assistant**
	Course title: Introduction to Women's Studies (WMST 201).
	1st year undergraduate course, Interdisciplinary Studies Programs.

Fall 2013	**Teaching Assistant**
	Course title: Introduction to Women's Studies (WMST 201).
	1st year undergraduate course, Interdisciplinary Studies Programs.

Fall 2012	**Teaching Assistant**
	Course title: Introduction to Women's Studies (WMST 201).
	1st year undergraduate course, Interdisciplinary Studies Programs.

Fall 2012	**Marking Assistant**
	Course title: Professional and Technical Communications (COMS 363).
	2nd year undergraduate Communication Studies course, Department of Communication and Culture.

Fall 2011 - Winter 2012	**Teaching Assistant**
	Course title: General Studies: History of Western Thought (GNST 300).
	2nd year undergraduate Communications and Interdisciplinary Studies course, Department of Communication and Culture.

Fall 2010	**Teaching Assistant**
	Course title: Introduction to Canadian Studies (CNST 201).
	1st year undergraduate course, Interdisciplinary Studies Programs.

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. |

RELEVANT COMMUNITY AND WORKPLACE 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**,
	Presenting workshops through community and post-secondary organizations.
	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.

| 2008 – 2009 | **English Language Arts, Social Sciences, and English Language Learning Tutor for Grades 3-12**, MathPro Learning Centre, Calgary, AB. |

| 2008 – 2008 | **English Language Learning Facilitator and Program Coordinator**, Summer English Language Learner Program, University of Calgary. |

RESEARCH EXPERIENCE

| Dec. 2018-July 2023 | **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

2022-Present   **Equity & Justice Committee**, International Society of the Learning Sciences
2023-Present   **Advisory Board**, Network of the Learning Sciences in Canada
2021-2023   **Emerging Scholars Committee**, Network of the Learning Sciences in Canada
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 INVOVLEMENT 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,**
Possibilities Calgary Bisexual & Pansexual Community Association, Calgary, AB
2008-2011   **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, Davinci Resolve, and Steinberg SpectraLayers Pro for audio and video editing
- Ableton for music composition
- 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, reading, and writing. Completed 4th-year advanced courses at university.

French Elementary proficiency in reading.

PROFESSIONAL MEMBERSHIP AND AFFILIATIONS

International Society of the Learning Sciences
Network of the Learning Sciences in Canada
American Educational Research Association

MEDIA COVERAGE

Stephanie Koons, "Education Researcher Incorporates Virtual Reality into Studies on Social Issues," Penn State University College of Education, October 24, 2023. https://www.psu.edu/news/education/story/education-researcher-incorporates-virtual-reality-studies-social-issues/

CBC Kids News, "This N.L. class tried virtual reality. Here's what happened," *CBC kids News*, April 26, 2023. https://www.cbc.ca/kidsnews/post/watch-this-n.l.-class-learned-all-about-virtual-reality.-heres-what-happene

Meta VR, "Celebrating You, the #POPMJam Creators," *Meta Quest Blog*, January, 2023. https://www.meta.com/blog/quest/celebrating-you-the-popmjam-creators/

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

Joe Hunting. (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/neaws/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/

Meta Quest, "Developer Spotlight: Mementorium | Oculus Launch Pad," Meta. April 27, 2021. [Video] https://youtu.be/22W-qd1y5B8

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/