

John J.R. Harris, PhD

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RESEARCH INTERESTS

Large-scale face-to-face games, asymmetric games, game design, human-computer interaction, rapid prototyping, animation and graphics

EDUCATION

PhD Computer Science

University of Waterloo, 2019

MSc. Computer Science

University of Calgary, 2011

BASc., Honours Mechtronics Engineering, Co-op

University of Waterloo, 2009

RESEARCH EXPERIENCE

- 09/2013 – 06/2019 PhD program, Computer Science
Games Institute at the University of Waterloo
Supervisor: Dr. Mark Hancock
- 06/2009 – 08/2011 MSc. STUDENT
Interactions Laboratory, University of Calgary
Supervisor: Dr. Ehud Sharlin
- 05/2008 – 08/2008 RESEARCH INTERN
Sun Microsystems Laboratories, Palo Alto, California
Supervisor: Arshan Poursohi (now at Google)
- 09/2007 – 12/2007 RESEARCH INTERN
Sun Microsystems Laboratories, Boston, Massachusetts
Supervisor: Nicole Yankelovich (now CEO of WonderBuilders Inc.)

TEACHING EXPERIENCE

- 09/2011 – 12/2011 TEACHING ASSISTANT, CPSC 544/344
User Interface Design
Running labs and tutorials, grading assignments and exams
University of British Columbia
- 05/2010 – 08/2011 INTERNSHIP ADVISOR
INTE 503, Computer Science Internship Program
Grading and advising on internship reports
University of Calgary
- 09/2010 – 12/2010 TEACHING ASSISTANT, CPSC 481
09/2009 – 12/2009 Introduction to Human-Computer Interaction
Course development, tutorials, advising and grading course projects
University of Calgary

GAMES DESIGN AWARDS

- 2015 JUDGE'S CHOICE AWARD
ACM SIGCHI Annual Symposium on Computer-Human Interaction in Play
- 2015 PEOPLE'S CHOICE AWARD
ACM SIGCHI Annual Symposium on Computer-Human Interaction in Play

SCHOLARSHIPS

- 2014-2017 NSERC Postgraduate Scholarship, Doctoral
\$63,000 over 36 months
- 2011-2013 FOUR YEAR FELLOWSHIP
\$26000 per year, University of British Columbia
(partial duration, changed programs after 2 years)
- 2010-2011 QUEEN ELIZABETH II SCHOLARSHIP
\$10,800 University of Calgary
- 2010-2011 DEPARTMENTAL RESEARCH AWARD
\$6000 Department of Computer Science, University of Calgary
- 2010 HRI 2010 YOUNG PIONEERS WORKSHOP TRAVEL AWARD
\$1500 5th ACM/IEEE International Conference on Human-Robot Interaction

PUBLICATIONS

PhD THESIS

"Leveraging Asymmetry and Interdependence to Enhance Social Connectedness in Cooperative Digital Games", June 2019

REFEREED CONFERENCE PAPERS AND EXTENDED ABSTRACTS

- [P.1] J. Harris, M. Hancock. "To Asymmetry and Beyond!: Improving Social Connectedness by Increasing Designed Interdependence in Cooperative Play". In *Proceedings of the 2019 CHI Conference on Human Factors in Computing Systems (CHI '19)*. May 4-9, 2019, Glasgow, Scotland, UK. ACM, New York, NY, USA, 12 pages. DOI: <https://doi.org/10.1145/3290605.3300239>
***ACM CHI Best Paper Honourable Mention Award Top 5% of 2960 papers submitted.**
- [P.2] J. Harris, M. Hancock, S. D. Scott. "Leveraging Asymmetries in Multiplayer Games: Investigating Design Elements of Interdependent Play". In *Proceedings of the 2016 Annual Symposium on Computer-Human Interaction in Play* (pp. 350-361). ACM. **Lead author, projector lead.**
- [P.3] J. Harris and E. Sharlin. "Exploring the affect of abstract motion in social human-robot interaction." *Proceedings of the 20th IEEE International Symposium on Robot and Human Interactive Communication, RO-MAN 2011*, pp 441-448. **Lead author, project lead.**

- [P.4] J. Harris et al. "Designing *Snakey*: A Tangible User Interface Supporting Well Path Planning" Human-Computer Interaction – INTERACT 2011 Lecture Notes in Computer Science, Volume 6948, 2011, pp 45-53. **Lead author, project contributor.**
- [SP.1] J. Harris, M. Hancock. "Beam Me 'Round, Scotty! II: Reflections on Transforming Research Goals into Gameplay Mechanics". In *Proceedings of the 2018 Annual Symposium on Computer-Human Interaction in Play Companion Extended Abstracts (CHI PLAY '18 Extended Abstracts)*. ACM, New York, NY, USA, 193-204. DOI: <https://doi.org/10.1145/3270316.3273039>
- [SP.2] J. Harris, M. Hancock, S. D. Scott. "Beam Me 'Round, Scotty!: Studying Asymmetry and Interdependence in a Prototype Cooperative Game". In *Proceedings of the 2015 Annual Symposium on Computer-Human Interaction in Play* (pp. 775-778). ACM. **Lead author, project lead.**
- [SP.3] J. Harris and E. Sharlin, "Exploring Emotive Actuation and Its Role in Human-Robot Interaction", Proceedings of the 5th ACM/IEEE International Conference on Human-Robot Interaction (HRI 2010), Late-breaking extended abstract and poster presentation, **Best Late Breaking Report Nominee**. Osaka, Japan. March 2010. **Lead author, project lead.**
- [SP.4] J. Harris and E. Sharlin, "My Robot Is a Tree-Hugger: Leveraging Emotive Actuation in Sustainable Interaction Design", HRI Pioneers Workshop, adjunct proceedings of the 5th ACM/IEEE international conference on Human-Robot Interaction (HRI 2010), Extended Abstract. Osaka, Japan. March 2010. **Lead author, project lead.**

MSc. THESIS

- [Thesis] J. Harris and E. Sharlin. "(e)motion: Exploring the Affect of Abstract Motion in Human-Robot Interaction" MSc. Thesis, University of Calgary, August 2011

INVITED TALKS

- [IT.1] J. Harris, "Exploring the Emotional Impact of Robot Motion in Social Human-Robot Interaction", invited talk at the ERATO Igarashi Design Interface Laboratory, Tokyo University, Tokyo, Japan. Hosted by Dr. Takeo Igarashi, February 2010.

REFERENCES

- Dr. Mark Hancock Associate Director, Games Institute
Assistant Professor, Management Science Engineering
University of Waterloo
519-888-4567 ext. 36587, Mark.Hancock@UWaterloo.ca
Relationship: PhD supervisor
- Dr. Neil Randall Director, Games Institute
University of Waterloo
519-888-4567 x30134, Neil.Randall@UWaterloo.ca
Relationship: Research community collaborator