

Mirjana Prpa

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Languages: English, Serbian

Current position

PhD student, Virtual Reality, School of Interactive Arts and Technology, Simon Fraser University
expected graduation year: Fall 2018

Areas of specialization

Virtual Reality • Architecture • HCI • UX in VR

Coursework

Spring 2015	Mixed Methods in Design Research, IAT 834
Spring 2015	Cognition, Collaboration, and Learning, IAT 812
Fall 2014	Directed Reading on Brain-computer interfaces in interactive art
Summer 2014	Writing for Publication, ENS C803
Spring 2014	Installation Art and Contemporary Digital Practices, DMED 540
Fall 2013	Computational Art and Design, IAT 800
Fall 2013	Quantitative Research Methods and Design, IAT 802

GPA 4.14 / 4.33

Continuing Education

January 2016	Completed 2 Python courses: Python Data Structures, and Intro to Python, offered by University of Michigan
December 2015	Completed: 5 courses within Interaction Design Specialization, offered by University of California, San Diego (more details at: http://madzie.com/portfolio/continuing-education)

Education

- Fall 2013 - present PHD STUDENT School of Interactive Arts and Technology, Simon Fraser University
- 2011 MARCH in Research in Architecture and Urban Planning, Faculty of Technical Sciences, University of Novi Sad, Serbia
- 2010 BARCH in Architecture and Urban Planning, Faculty of Technical Sciences, University of Novi Sad, Serbia

Research Experience

- 2014 - present Research Assistant, Moving Stories: Digital Tools for Movement, Meaning and Interaction
- 2014 - present Research Assistant, iSpace lab, SIAT, SFU

Teaching Experience

- Spring 2016 Teaching Assistant, course IAT 222 *Interactive Arts*, School of Interactive Arts and Technology, Simon Fraser University
- Summer 2015 Teaching Assistant, course IAT 210 *Introduction to Game Design*, School of Interactive Arts and Technology, Simon Fraser University
- Spring/Fall 2014 Teaching Assistant, course IAT 222 *Interactive Arts*, School of Interactive Arts and Technology, Simon Fraser University
- Summer 2014 Teaching Assistant, course IAT 100 *Digital Image Design*, School of Interactive Arts and Technology, Simon Fraser University
- Spring 2014 Teaching Assistant, course IAT 102 *Graphic Design*, School of Interactive Arts and Technology, Simon Fraser University
- 2007 - 2008 Teaching Assistant, course *Architectural Design*, University of Novi Sad, Serbia

Organizing Committees

- 2016 Poster and Publicity Chair, MindCare, Barcelona, Spain
- 2015 Poster and Demo Chair, MOCO, Vancouver, BC, Canada
- 2014-2015 Poster and Demo Chair, Art Talk Chair, ISEA2015, Vancouver, BC, Canada

Publications & Posters

Publications

- 2015 Prpa, M., Cochrane, K., & Riecke, B. E. (2015). Hacking alternatives in 21st century: Designing bio-responsive virtual environment for stress reduction. Short paper, MindCare Symposium, Milan, Italy, September 2015.
- 2015 Prpa, M., Riecke, B. E., & Miucin, S. (2015). State.scape: a brain as an experience generator. Short paper accepted to ISEA 2015, Vancouver, Canada
- 2015 Prpa, M., Pasquier, P., & Riecke, B. E. (2015). BCI-based interactive art: State of the Art, *manuscript in preparation*
- 2015 Prpa, M., & Riecke, B. E. (2015). Typology and classification of BCI-based interactive artworks, *manuscript in preparation*

2014 Jordan, J. D., Prpa, M., Feuereissen, D., & Riecke, B. E. (2014). Comparing the Effectiveness of Stereo Projection vs 3D TV in Inducing Self-Motion Illusions (Vection) (p. 128). Presented at the ACM Symposium on Applied Perception SAP, Vancouver, Canada. doi:10.1145/2628257.2628360

Poster Presentations

2016 Prpa, M., Quesnel, D., Kitson, A., Cochrane, K., Vidyarthi, J., & Riecke, B. E., Visuo-Sonic Cradle - Immersive interaction design combining breathing- and neurofeedback to foster meditative states, ICM2016ROME, poster presentation, Rome, Italy

2014 Prpa, M., Miucin, S., & Riecke, B. E. (2014). Using an EEG-based brain-computer interfaces for a responsive art installation. Poster presented at the ACM Symposium on Computational Aesthetics (CAe), Vancouver, Canada. Retrieved from <http://expressive2014.mpi-inf.mpg.de/>

2014 Prpa, M., Miucin, S., & Riecke, B. E. (2014). Towards User Personalized Environments: an Artistic Exploration Using an EEG-Based Brain-Computer Interface,. Poster presented at the Academy of Neuroscience for Architecture (ANFA) Conference, La Jolla, CA, USA.

Talks & Presentations

2016 Prpa,M., & Tatar, K., Sound as a mediator in Interactive Arts: Challenges of Interdisciplinarity, Talk at ProMusica Electroacoustic Festival, Vancouver, Canada

2016 Prpa,M., & Tatar, K., Talk at Chapel Sound Festival, Vancouver, BC, Canada, May 21st.

2016 Prpa,M., Living in a box: potentials and challenges of existence in VR, Talk at Consumer VR (CVR), Vancouver, BC, Canada, May 14th.

2015 Prpa,M., Hacking alternatives in 21st century: Designing bio-responsive virtual environment for stress reduction Talk presented at IAT805 Research Colloquium Series, Surrey, BC, November 2015.

2014 Riecke, B. E., Jordan, J. D., Prpa, M., & Feuereissen, D. (2014). Underlying Perceptual Issues in Virtual Reality Systems: Does Display Type Affect Self-Motion Perception? Talk presented at the 55th Annual Meeting of the Psychonomic Society (Psychonomics), Los Angeles, USA.

Exhibitions

November 2016 **Pulse Breath Water**, in collaboration with Kivanç Tatar
AI advisor:Philippe Pasquier, VR advisor: Bernhard Riecke, at Mutek_IMG -VR Salon, Montreal, Canada

July 2016 **P.O.E.M.A**, in collaboration with Regina Miranda and Kivanç Tatar
AI advisor: Philippe Pasquier, VR advisor: Bernhard Riecke, Oi Futuro -Flamengo, Rio 2016 culture programme for Olympics 2016

May 2016 **Pulse Breath Water** in collaboration with Kivanç Tatar
at CVR, Vancouver, Canada

March 2016 **Pulse Breath Water**, in collaboration with Kivanç Tatar
scores+traces, One Art Space, NY, USA (group exhibition)

2014 **StateScape**
MEDIUM : PLAY Installation Exhibition, CDM, Vancouver(group exhibition)

Scholarships, Fellowships, & Grants

2016	MLSRI 2016: Research Fellowship
2016	Movement and Emotion as Computational Interfaces: Research Fellowship
2016	Graduate Fellowship, Simon Fraser University
2016	Graduate Award, Simon Fraser University
2015	Graduate Fellowship, Simon Fraser University
2014	Graduate Fellowship, Simon Fraser University
2013	Graduate Fellowship, Simon Fraser University

Workshops, Residencies, & Research Institutes

June 2016	MLSRI – People, Place, and Practice: Putting Contemplative Studies into Context, Garrison, NY
June 2016	Movement and Emotion as Computational Interfaces, York University, Toronto
May 2016	movement.futures - May Residency 2016, Emily Carr University, Vancouver, BC, Canada
May 2015	May Residency 2015, Emily Carr University, Vancouver, BC, Canada