

Mirjana Prpa

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Current position

PhD candidate, Virtual Reality, School of Interactive Arts and Technology, Simon Fraser University

Areas of specialization

VR/AR/MR • HCI • Micro-phenomenology • UX in VR

Education

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

Research Experience

Sept-Dec 2017	<i>Project assistant</i> , the Office of Vice-President, Research - SFU Innovates http://innovates.vpr.sfu.ca/
2014 - 2016	Research Assistant, Moving Stories: Digital Tools for Movement, Meaning and Interaction
2014 - 2014	Research Assistant, iSpace lab, SIAT, SFU

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

Teaching Experience

- 2014-2018 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
- 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

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

Professional Development

- Fall 2018 Emerging Thought Leaders
- 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>)

Publications & Posters

Publications

- 2018 Prpa, Schiphorst, T., & Pasquier, P. (2018) Adding Value to the Practice of Articulating Experience: Reflections from Experts Regarding their Applications of Micro-Phenomenology to Design Research in HCI, submitted to CHI 2019
- 2018 Prpa, M., & Pasquier, P. (2018). Typology and classification of BCI-based interactive artworks, *a book chapter, submitted October 2018*
- 2018 Tatar, K., Prpa, M., & Pasquier, P. (2018) A Virtual Reality Art Piece with a Musical Agent guided by Respiratory Interaction: Respire, submitted to LMJ 2018
- 2018 Prpa, M., Tatar, K., Schiphorst, T., & Pasquier, P. (2018) Respire: a Breath Away from the Experience in Virtual Environment, art CHI 2018
- 2018 Kitson, A., Prpa, M., & Riecke, B. E. (2018) Immersive Interactive Technologies for Positive Change:

A Systematic Review and Design Considerations, manuscript submitted to *Frontiers in Psychology*, section Human-Media Interaction (February 2018)

- 2018 Prpa, M., Tatar, K., Françoise, J., Riecke, B. E., Schiphorst, T., & Pasquier, P. (2018) Attending to Breath: Evaluating how the cues in virtual environment guide the attention to breath and shape the quality of experience to support mindfulness. Full paper presented at DIS 2018
- 2017 Prpa, M., Tatar, K., Riecke, B. E., & Pasquier, P. (2017). The Pulse Breath Water System: Exploring Breathing as an Embodied Interaction for Enhancing the Affective Potential of Virtual Reality. Full paper, HCI International, July 2017.
- 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
- 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

Position Papers & Course Proposals

- 2018 Prpa, M., & Petiotmengin, C. (2018) Micro-phenomenology in HCI: a Postphenomenological Approach to Unfolding Nuances of UX, course proposal: submitted to CHI 2019
- 2018 Prpa, M., & Pasquier, P. (2018). BCI art: brain computer interfaces in contemporary art, *position paper, Artistic BCI workshop at CHI 2018*

Poster Presentations

- 2017 Stepanova, E. R., Quesnel, D., Kitson, A., Prpa, M., Riecke, B. E., Virtual Reality as a Tool for Inducing and Understanding Transformative Experiences, Psychonomics Society 58th Annual Meeting, Vancouver, Canada
- 2017 Kitson, A., Prpa, M., & Riecke, B. E., Designing Virtual Environments for Breath Awareness and Eliciting Positive Affective States, 3rd Annual Innovations in Psychiatry and Behavioral Health: Virtual Reality and Behavior Change, Stanford, CA, USA
- 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

- 2018 panel presentation, Women in Tech Regatta: The Story of Bleeding-Edge Technologies, Vancouver, BC, Canada, February 1st.
- 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., & Feuerissen, 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

- September 2018 **Respire**, in collaboration with Kivanç Tatar, Philippe Pasquier, Digital Carnival, Richmond, Canada
- April 2018 **Respire**, in collaboration with Kivanç Tatar, Philippe Pasquier, and Thecla Schiphorst, art CHI 2018, Montreal, Canada
- April 2018 **Respire**, in collaboration with Kivanç Tatar, Philippe Pasquier, MWX2018, Vancouver Art Gallery, Vancouver, Canada
- 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

- 2018 KEY Big Data Graduate Scholarship, Simon Fraser University
- 2017 SFU/SSHRC Small Research Grant
- 2016 Graduate Fellowship, Simon Fraser University
- 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

Recognition & Awards

- 2018 Recognition as a Future of Art, Science, and Technology, Leonardo 50th Anniversary, SIGGRAPH, 2018, Vancouver, Canada
- 2017 Lumen Prize: Pulse Breath Water Short-listed in AI category <http://lumenprize.com/page/introducing-2017-shortlist>

2017 Lumen Prize: Pulse Breath Water Long-listed in AI category <http://lumenprize.com/longlist-2017>

Professional Development: Workshops, Residencies, & Research Institutes

September 2017 Micro-phenomenology data analysis training with Claire Petitmengin, Paris, France
June 2017 Micro-phenomenology interview training with Claire Petitmengin, Paris, France
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

Media Coverage

2018 [Rethinking VR for the benefit of society: an interview with SFU changemaker and woman in tech, Mirjana Prpa](#)
2016 [SFU artists make waves at Rio Olympics](#)
2016 [SIAT art project at Rio Olympics takes your breath away](#)
2016 [Performance imersiva onde o publico experimenta a realidade virtual](#)
2016 [Regina Miranda mistura dane realidade virtual em instalacao no Rio de Janeiro](#)
2016 [Regina Miranda prepara daninstalapara ingles ver na Olimpiada](#)
2016 [Performance de vcria coreografias a partir da respirado publico](#)