

Mirjana Prpa

✉ mprpa@sfu.ca • Website
in [Mirjana Prpa](#) • Academic CV

EDUCATION

Simon Fraser University

School of Interactive
Arts+Technology

PhD, User Experience and VR
Expected Grad. Jan 2020
Cum. GPA: 4.14/4.33

Faculty of Technical Sciences

Architecture Department, Serbia
MArch, BArch
Grad. Jul 2011

SKILLS

UX Research

Qualitative Research Methods •
Quantitative Research Methods •
Inferential and Descriptive Stats •
Survey • Questionnaire •
Usability Lab Testing • Interviews •
Contextual Inquiry • Wireframing •
Heuristic Evaluation • Affinity
Diagramming • Experience
Mapping • A/B Testing •
Personas • Scenarios •
Focus Groups • Participatory
Design • User-Centered Design.

UX Technical

Unity 3D • Sketchup • Adobe
[Illustrator, Photoshop, InDesign] •
C# • JavaScript •
nVivo qualitative software •
Statistical Analysis Tools [SPSS, JMP] •
Online Survey Tools [Survey
Monkey, Google Forms]
Microsoft Office.

SUMMARY

- UX Researcher and a Designer of VR experiences. Self-starter conducting Exploratory research via Qualitative and Quantitative Research methods. Strong understanding of nuances of UX research of physical and virtual environments.
- 6 years of UX Research, Design, and Development in Virtual Reality
- 5 years of Spatial UX Research, Conceptualization, and Design.

EXPERIENCE

User Experience Specialist Fall 2017 – present
Training in UX method: micro-phenomenology Paris, France

- Specialized in qualitative UX method: micro-phenomenology, an interview technique for nuanced understanding of User Experience and Design Processes,
- Applied micro-phenomenology in UX research within a wide range of VR applications developed at iSpace research Lab.

User Experience Research Fall 2013 – present
PhD Candidate, Research Assistant SIAT, Vancouver, Canada

- Research the design and use of technology for well-being using various research methods and tools (quantitative and qualitative);
- Conduct: 1. generative research studies to explore the design space of VR supported well-being; 2. qualitative and quantitative evaluation of prototypes and finalized builds.
- Report Design Guidelines based on the outcomes of User Studies;

SFU AR/VR Ecosystem Research Sep 2017 – Dec 2017
Research Assistant The Office of Vice-President, Research, SFU, Canada

- Conducted interviews with 20 faculty, analyzed the results and mapped out the AR/VR ecosystem at the Simon Fraser University.
- created a final report on SFU's AR/VR Ecosystem.

UX and Interaction Design of VR Spring 2014 – present
PhD Candidate, Research Assistant SIAT, Vancouver, Canada

- UX and Interaction Design Research, and Development of VR applications for well-being, affect, and breathing regulation. Perform literature review, conceptualize, propose design guidelines, prototype in Unity 3D, conduct user studies, write research papers for top tier venues, disseminate via research papers, conference and panel presentations.
- [Respire](#) (2018) VR with AI audio for breathing regulation;
- [PBW](#) (2016-2017) VR with AI audio for breathing regulation;
- [Solar](#) (2015) VR environment for breathing meditation;
- [State.Scape](#) (2014) Brain-controlled VR for affect regulation.

COURSES

Graduate

Computational Art and Design
Quantitative Research Methods
Installation Art and Digital Practices
Writing for Publication
Cognition, Learning, Collaboration

Coursera Certification

UX: Research Prototyping
Human-Centered Design: an Intro
Social Computing
Input and Interaction
Design Principles: an Intro
Programming for Everybody (Python)
Python Data Structures

LANGUAGES

English, Serbian, Croatian, Bosnian

SELECTED PUBLICATIONS

- Prpa, M., Pasquier, P. (2019). Typology and classification of BCI-based interactive artworks, a book chapter, to be published in 2019;
- Prpa, M., 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;
- Prpa, M., Tatar, K., Schiphorst, T., Pasquier, P. (2018) Respire: a Breath Away from the Experience in Virtual Environment, art CHI 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;
- 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;
- 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;
- Prpa, M., Riecke, B. E., Miucin, S. (2015). State.scape: a brain as an experience generator. Short paper accepted to ISEA 2015, Vancouver, Canada;
- [All Publications 2013-2018](#)

LEADERSHIP AND COMMUNITY ENGAGEMENT

- Panel presentation: [UX VR Research and Considerations for Behavioural Research in VR/AR Application Development](#), Nov 2018, Vancouver, Canada
- Public presentation at Consumer VR (CVR): [Implications and Social Ethics of VR applications](#), May 2016, Vancouver, Canada
- ISEA 2015 Demo Chair: Reviewed and curated over 150 submissions, collected the tech riders for each demo, conceptualized the exhibition design and supervised the setup.

AWARDS+GRANTS

- [The Future of Art, Science, and Technology](#) recognition by Leonardo Journal/The International Society for the Arts, Sciences and Technology @SIGGRAPH 2018
- [Lumen Prize: VR piece –Pulse Breath Water–](#) Short-listed in AI category
- KEY Big Data Scholarship 2018
- SFU/SSHRC Research Grant 2017
- MLSRI 2016: Research Fellowship 2016
- Movement and Emotion as Computational Interfaces: Research Fellowship 2016
- Graduate Fellowship 2013-2016

SELECTED MEDIA COVERAGE

- [Rethinking VR for the benefit of society: an interview with SFU changemaker and woman in tech Mirjana Prpa](#), Sep 2018
- [Rio Olympics showcases SFU virtual reality dance installation](#), 2016
- [SIAT art project at Rio Olympics takes your breath away](#), 2016