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Richard Skarbez

Current appointment

Title: Senior Lecturer (level C), continuing full-time teaching and research academic

Institution: La Trobe University
School of Computing, Engineering and Mathematical Sciences
Department of Computer Science and Information Technology

Description: Since joining LTU in June 2018, I have been creator, subject coordinator, and lecturer of subjects relating to virtual and augmented reality, visualisation, and computer programming at all levels. I am an active researcher, publishing in quality journals and at highly-regarded conferences and working with LTU colleagues in myriad disciplines, including psychology, archaeology, physiology, microbiology, and philosophy. I actively seek internal and external research funding, with a particular focus on national competitive (e.g. ARC) grants. I have an extensive international network of collaborators, with active collaborations with researchers at many institutions in Australia, the US, and elsewhere.

Honours and awards

- 2025 ACM CHI Best Paper
- 2022 IEEE VR Recognition of Service Award
- 2018 IEEE VGTC Virtual Reality Best Dissertation Honourable Mention
- 2018 ACM VRST Best Paper Honourable Mention

Education

August 2016 **PhD in Computer Science**, *The University of North Carolina at Chapel Hill*, Chapel Hill NC USA.
Co-supervised by Mary C Whitton and Frederick P Brooks, Jr
Thesis title: "Plausibility illusion in virtual environments"
Over the course of several experiments, I investigated and elaborated upon the Plausibility Illusion construct in virtual reality. The research that culminated in this dissertation resulted in three first-author journal articles, presentations at the IEEE VR and ACM VRST conferences, and several posters at IEEE VR. **Earned the only IEEE VGTC Virtual Reality Best Dissertation honourable mention in 2018.**

May 2010 **MS in Computer Science**, *The University of North Carolina at Chapel Hill*, Chapel Hill NC USA.

December 2004 **BS with Honours in Computer Engineering**, *Pennsylvania State University—University Park*, University Park PA USA.
Thesis title: "A presentation of the semantics and formal properties of C3L, an event-driven distributed control language"

Publications

Books

Title *Presence and Beyond: Evaluating User Experience in AR/MR/VR*

Editors **Richard Skarbez**, Missie Smith, Amela Sadagic, and Mary C. Whitton

Citation Skarbez, R, Smith, M, Sadagic, A, Whitton, MC, eds. (2022). Presence and Beyond: Evaluating User Experience in AR/MR/VR. Lausanne: Frontiers Media SA. doi: 10.3389/978-2-83250-139-94

Book chapters

Richard Skarbez and Mary C Whitton. (2019). "Check Your Work: Evaluating VE Effectiveness Using Presence." Book chapter in *VR Developer Gems*, edited by William R. Sherman. 15 pages.

Journal articles

Samad Roohi, **Richard Skarbez**, and Hien Duy Nguyen. "Reliable uncertainty estimation in emotion recognition in conversation using conformal prediction framework." *Natural Language Processing*, October 2024. 24 pages. DOI: 10.1017/nlp.2024.48

Gizem Y Yildiz, **Richard Skarbez**, Irene Sperandio, Sandra J Chen, Indiana J Mulder, Philippe A Chouinard. (2024). "Linear perspective cues have a greater effect on the perceptual rescaling of distant stimuli than textures in the virtual environment." *Attention, Perception, & Psychophysics*, January 2024, Vol. 86. 13 pages. DOI: 10.3758/s13414-023-02834-x

Richard Skarbez, Missie Smith, and Mary C Whitton. (2023). "It's time to let go of 'virtual reality'." *Communications of the ACM*, October 2023, Vol. 66 No. 10. 3 pages. DOI: 10.1145/3590959

Johannes Schirm, Andrés Roberto Gómez-Vargas, Monica Perusquía-Hernández, **Richard Skarbez**, Naoya Isoyama, Hideaki Uchiyama, and Kiyoshi Kiyokawa. (2023). "Identification of language-induced mental load from eye behaviors in virtual reality." *Sensors* 23 (15), 6667. 24 pages. DOI: 10.3390/s23156667

Dooley Murphy and **Richard Skarbez**. (2022). "What do we mean when we say 'presence'?" *PRESENCE: Virtual and Augmented Reality*. 20 pages. DOI: 10.1162/pres_a_00360

Khadijah Alahmari, Henry Duh, and **Richard Skarbez**. (2022). "Outcomes of virtual reality technology in the management of generalised anxiety disorder: a systematic review and meta-analysis." *Behaviour & Information Technology*. DOI: 10.1080/0144929X.2022.2118078

Richard Skarbez, Doug A Bowman, J Todd Ogle, Thomas Tucker, and Joseph L Gabbard. (2021). "Virtual replicas of real places: Experimental investigations." *IEEE Transactions on Visualization and Computer Graphics (TVCG)*. 13 pages. DOI: 10.1109/TVCG.2021.3096494

Richard Skarbez, Missie Smith, and Mary C Whitton. (2021). "Revisiting Milgram and Kishino's reality-virtuality continuum." *Frontiers in Virtual Reality*, Volume 2, 27. 8 pages. DOI: 10.3389/frvir.2021.647997

Shiva Pedram, **Richard Skarbez**, Stephen Palmisano, Matthew Farrelly, and Pascal Perez. (2021). "Lessons learned from immersive and desktop VR training of mines rescuers." *Frontiers in Virtual Reality*, Volume 2, 7. 14 pages. DOI: 10.3389/frvir.2021.627333

Shiva Pedram, Stephen Palmisano, **Richard Skarbez**, Pascal Perez, and Matthew Farrelly. (2020). "Investigating the process of mine rescuers' safety training with immersive virtual reality: A structural equation modelling approach." *Computers & Education*, Volume 153, 103891. 30 pages. DOI: 10.1016/j.compedu.2020.103891

Richard Skarbez, Frederick P Brooks, Jr, and Mary C Whitton. (2020). "Immersion and Coherence: Research Agenda and Early Results." *IEEE Transactions on Visualization and Computer Graphics (TVCG)*. 12 pages. DOI: 10.1109/TVCG.2020.2983701

Richard Skarbez, Nicholas F Polys, J Todd Ogle, Chris North, and Doug A Bowman. (2019). "Immersive analytics: Theory and research agenda." *Frontiers in Robotics and AI*. 15 pages. DOI: 10.3389/frobt.2019.00082

Richard Skarbez, Frederick P Brooks, Jr., and Mary C Whitton. (2017). "A survey of presence and related topics." *ACM Computing Surveys*, 50(6), Article 96. 39 pages. DOI: 10.1145/3134301

Richard Skarbez, Solène Neyret, Frederick P Brooks, Jr, Mel Slater, and Mary C Whitton. (2017). "A psychophysical experiment regarding the components of plausibility illusion." *IEEE Transactions on Visualization and Computer Graphics (TVCG)*, 23(4), pp. 1369-1378. DOI: 10.1109/TVCG.2017.2657158

Peer-reviewed conference proceedings

Jacob Belga, **Richard Skarbez**, Yahya Hmaiti, Eric J Chen, Ryan P McMahan, and Joseph LaViola Jr. (2025). "The Fidelity-based Presence Scale (FPS): Modeling the Effects of Fidelity on Sense of Presence." Proceedings of the 2025 CHI Conference on Human Factors in Computing Systems (CHI '25). **Best paper award; Top 1%**

Samad Roohi, **Richard Skarbez**, and Hien Duy Nguyen. (2024). "Beyond Factualism: A Study of LLM Calibration Through the Lens of Conversational Emotion Recognition." 2024 Australian Joint Conference on Artificial Intelligence (AJCAI), Melbourne, Australia. 10.1007/978-981-96-0348-0_15

Richard Skarbez and Dai Jiang. (2024). "A Scientometric History of IEEE VR." 2024 IEEE Conference on Virtual Reality and 3D User Interfaces (VR), Orlando FL USA, pp. 990-999. DOI: 10.1109/VR58804.2024.00118

Huawei Tu, Jin Huang, Hai-Ning Liang, **Richard Skarbez**, Feng Tian, Henry Been-Lirn Duh. (2021). "Distractor Effects on Crossing-Based Interaction." Proceedings of the 2021 CHI Conference on Human Factors in Computing Systems (CHI '21). Article no. 192. 13 pages. 10.1145/3411764.3445340

Richard Skarbez, Frederick P Brooks, Jr., and Mary C Whitton. (2018). "Immersion and coherence in a stressful virtual environment." ACM Virtual Reality Software and Technology (VRST) conference. 2018 ACM Virtual Reality Software and Technology (VRST), Tokyo, Japan. 11 pages. DOI: 10.1145/3281505.3281530 **Best paper honorable mention**

Tyler Johnson, Florian Gyarfas, **Richard Skarbez**, Herman Towles, and Henry Fuchs. (2007). "A personal surround environment: projective display with correction for display surface geometry and extreme lens distortion." 2007 IEEE Virtual Reality (VR), Charlotte, NC, USA, pp. 147-154. DOI: 10.1109/VR.2007.352475

Mendel Schmiedekamp, **Richard Skarbez**, and Shashi Phoha. (2006). "Formal methods for verification and validation of distributed interacting devices." 10th Annual IASTED International Conference on Software Engineering Applications, Dallas, TX, USA.

Other publications

Daniel Zielasko, Gerd Bruder, Gregor Domes, **Richard Skarbez**, Mary C Whitton, and Anthony Steed. (2024). "Walking > Walking-in-Place > Flying/Steering > Teleportation? Designing Locomotion Research for Replication and Extension." In Proceedings of the 30th ACM Symposium on Virtual Reality Software and Technology (VRST '24). Article 100, 2 pages. 10.1145/3641825.3689500

Samad Roohi and **Richard Skarbez**. (2023). "A simulation study investigating a novel method for emotion transfer between virtual humans." 2023 IEEE Virtual Reality (VR), Shanghai, pp. 819-820. DOI: 10.1109/VRW58643.2023.00252

Samad Roohi and **Richard Skarbez**. (2022). "The design and development of a goal-oriented framework for emotional virtual humans." 2022 IEEE Artificial Intelligence and Virtual Reality (AIVR), Online/virtual, pp. 135-139. DOI: 10.1109/AIVR56993.2022.00027

Richard Skarbez, Missie Smith, Amela Sadagic, and Mary C Whitton. (2022). "Editorial: Presence and beyond: Evaluating user experience in AR/MR/VR." *Frontiers in Virtual Reality*, Volume 3, 983694. 3 pages. DOI: 10.3389/frvir.2022.983694

Richard Skarbez, Missie Smith, and Mary C Whitton. (2021). "Mixed reality doesn't need standardized evaluation methods." Workshop paper. CHI 2021 Workshop "Evaluating User Experiences in Mixed Reality". 3 pages. DOI: 10.13140/RG.2.2.14305.02407

Xi Cao, **Richard Skarbez**, Zhen He, and Henry Been-Lirn Duh. (2019). "A Content-Aware Approach for Analysing Eye Movement Patterns in Virtual Reality." Poster. 2019 ACM Virtual Reality Software and Technology (VRST), Sydney, Australia. 2 pages. DOI: 10.1145/3359996.3364723

Richard Skarbez, Frederick P Brooks, Jr., and Mary C Whitton. (2017). "Immersion and coherence in a visual cliff environment." Poster. IEEE Virtual Reality conference. 2017 IEEE Virtual Reality (VR), Los Angeles, pp. 397-398. DOI: 10.1109/VR.2017.7892344

Richard Skarbez, Greg Welch, Frederick P Brooks, Jr., and Mary C Whitton. (2017). "Coherence changes gaze behavior in virtual human interactions." 2017 IEEE Virtual Reality (VR), Los Angeles, pp. 287-288. DOI: 10.1109/VR.2017.7892289

Richard Skarbez. (2016). "Plausibility illusion in virtual environments." Doctoral dissertation. The University of North Carolina at Chapel Hill. 122 pages. [Download from UNC libraries]

Richard Skarbez, Aaron Kotranza, Frederick P Brooks, Jr., Benjamin Lok, and Mary C Whitton. (2010). "An initial exploration of conversational errors as a novel method for evaluating virtual human experiences." Poster. 2010 IEEE Virtual Reality (VR), Singapore, pp. 243-244. DOI: 10.1109/VR.2011.5759489

Richard Skarbez and Mary C Whitton. (2009). "Enabling distributed collaboration among heterogeneous devices." Presentation & extended abstract. ACM CHI 2009 Workshop on the Changing Face of Digital Science, Boston, MA, USA. 4 pages. [Download]

Tyler Johnson, Florian Gyarfas, **Richard Skarbez**, Patrick Quirk, Herman Towles, and Henry Fuchs. (2006). "Multi-projector image correction on the GPU." Poster. Workshop on Edge Computing, Chapel Hill, NC, USA. [Download]

Patrick Quirk, Tyler Johnson, **Richard Skarbez**, Herman Towles, Florian Gyarfas, and Henry Fuchs. (2006). "RANSAC-assisted display model reconstruction for projective display." IEEE Virtual Reality 2006 Workshop on Emerging Display Technologies, Alexandria, VA, USA. 4 pages. DOI: 10.1109/VR.2006.115

Richard Skarbez. (2004). "A presentation of the semantics and formal properties of C3L, an event-driven distributed control language." Honors thesis. The Pennsylvania State University. [Download]

Research

Grants

2023 **Awarded** (as co-CI with Long Truong) an Australian Government Level Crossing Safety Research and Innovation Grant (Project title: "Safer level crossings by innovative design") in the amount of $406K over 2 years

2020 **Awarded** (as co-investigator with Dr Ebonie Rio) an internal Sport, Exercise, and Rehabilitation RFA Grant Ready grant "Seeing exercise differently: virtual reality rehabilitation for chronic knee pain" in the amount of $20,000 in 2020 and $10,000 in 2021.

HDR supervision

Accredited primary supervisor for all HDR students at LTU.

Completed the Smart Supervision seminar series offered by the Research Education and Development (RED) team, including "Introduction to Graduate Research Supervision," "Giving Feedback to Graduate Researchers," "Managing Difficult Situations and Supporting Wellbeing," and "Distance Supervision."

Doctoral students

- Dr Xi Cao, "Computational intelligence based psychometric assessment development for cognitive diagnosis models" (co-supervisor; completed 2022)
- Mrs Khadijah Alahmari, "Virtual reality immersion therapy for the treatment of anxiety disorders" (primary supervisor; completed 2024)
- Mr Samad Roohi, "Developing an uncertainty aware empathetic dialogue generation system" (primary supervisor)
- Mr Brandon Victor, "Proposal for using satellite data to locate and phenotype plants from space" (progress committee chair)

Masters students

- Mrs Vera Cook (thesis; CSIT; completed 2024)
- Mrs Ruba Alqahtani (thesis; CSIT; completed 2024)
- Ms Sreennantee Bhattacharjee (thesis; CSIT; completed 2024)
- Ms Dai Jiang (thesis; CSIT; completed 2023)

Honours students

- Ms Georgia Fitzgerald (co-supervisor; psychology; completed 2019)
- Mr Kael Howard (primary supervisor; psychology; completed 2020)
- Ms Alice Hopechild (primary supervisor; psychology; completed 2020)
- Mr Peter Muir (primary supervisor; CSIT/EE; completed 2020)
- Mr Jesse Olson (primary supervisor; CSIT/EE; completed 2020)
- Ms Sandra Chen (primary supervisor; psychology; completed 2021)
- Ms Indiana Mulder (primary supervisor; psychology; completed 2021)
- Ms Alicia Nassis (co-supervisor; psychology; completed 2024)

PhD thesis examination

2025 Dr Callum Glenn, "Cross-Modal Temporal Integration and its Impact on Presence and Simulator Sickness in Virtual Reality," York St John University (York UK), Supervisor: Dr Matthew Coxon

2025 Dr Rob Dongas, "Leveraging Presence to Design Virtual Reality Experiences," University of Sydney (Sydney AUS), Supervisor: Dr Kazjon Grace.

2024 Dr Dilshani Kumarapeli, "How Do We Balance User Privacy and User Experience in VR Mediated Experiences?" University of Canterbury (Christchurch NZ), Supervisors: Prof Rob Lindeman and Dr Sungchul Jung.

2024 Dr Agnieszka Nowak, "Modelling domestic home life-styles and analysing their relationship to sustainable building efficiency," University of Queensland (Adelaide AUS), Supervisor: Dr Mashhuda Glencross.

2023 Dr Erik Wolf, "Individual-, system-, and application-related factors influencing the perception of virtual humans in virtual environments," University of Würzburg (Würzburg DE), Supervisor: Prof Marc Erich Latoschik.

2021 Dr Yuanjie (Jason) Yu, "Development and evaluation of a fully expressive avatar control system for communication and collaboration in virtual reality," University of Canterbury (Christchurch NZ), Supervisors: Prof Rob Lindeman and Dr Sungchul Jung.

2020 Dr Bhuvaneswari Sarupuri, "Comfortable and usable locomotion techniques in virtual reality," University of Canterbury (Christchurch NZ), Supervisors: Prof Rob Lindeman, Dr Simon Hoermann, Dr Sungchul Jung and Prof Mary C Whitton.

Teaching

Subject coordination and delivery

2025 CSE2UI: User interface design
Subject coordinator, lecturer; 4 instances

2025 CSE3PSD/CSE5008: Professional software development
Subject coordinator, lecturer; 6 instances

2024 CSE3PSD/CSE5008: Professional software development
Subject coordinator, lecturer; 5 instances

CSE1OOF/CSE4OOF: Object-oriented programming fundamentals
Subject coordinator, lecturer; 5 instances

CSE2UI: User interface design
Subject coordinator, lecturer; 4 instances

CSE5011: Directed study
Subject coordinator, supervisor

CSE5ARP: Applied research project
Subject coordinator; 4 instances

2023 CSE2DV: Data visualisation
Subject coordinator; 4 instances

CSE3PSD/CSE5008: Professional software development
New subject
Subject coordinator, lecturer; 5 instances

CSE5005: Virtual reality
Subject coordinator, lecturer; 2 instances

CSE5011: Directed study
Subject coordinator, supervisor (neural rendering)

CSE5ARP: Applied research project
Subject coordinator; 2 instances

2022 CSE2DV/CSE5INV: Data/Information visualisation
New subject
Subject coordinator, lecturer; 5 instances

CSE5AR: Augmented reality
Subject coordinator, lecturer

CSE5ARP: Applied research project
Subject coordinator; 2 instances

2021 CSE1OOF/CSE4OOF: Introduction to object-oriented programming
Subject coordinator; 10 instances

CSE5005: Virtual reality
Subject coordinator, lecturer

CSE5AR: Augmented reality
New subject
Subject coordinator, lecturer

CSE5011: Directed study
Subject coordinator; 2 instances

CSE5ARP: Applied research project
Subject coordinator; 2 instances

2020 CSE1OOF/CSE4OOF: Introduction to object-oriented programming
Subject coordinator; 10 instances

CSE1PES/CSE5CES: Programming for engineers and scientists
Subject coordinator; 6 instances

CSE4VR: Virtual reality
Subject coordinator, lecturer

2019 CSE1OOF/CSE4OOF: Introduction to object-oriented programming
Subject coordinator; 10 instances

CSE1PES/CSE5CES: Programming for engineers and scientists
Significantly redeveloped subject; new to me
Subject coordinator, lecturer; 6 instances

CSE4VR: Virtual reality
Subject coordinator, lecturer

2018 CSE1OOF/CSE4OOF: Introduction to object-oriented programming
New to me
Subject coordinator; 5 instances

CSE3OSA: Operating systems and computer architecture
New to me
Subject coordinator

CSE4AT3: Virtual reality
New subject
Subject coordinator, lecturer

Curriculum origination and development

2023 CSE3PSD/CSE5008: Professional software development
Originated and developed for the first time

CSE5005: Virtual reality
Redeveloped as a 6-week online subject

2022 CSE2DV/CSE5INV: Data/Information visualisation
Originated and developed for the first time

CSE2UI/CSE5UX: User Interface/Experience Design
Originated and developed for the first time

2021 CSE5AR: Augmented reality
Originated and developed for the first time

2020 CSE1OOF/CSE4OOF: Introduction to object-oriented programming
Redeveloped for online delivery due to COVID

2019 CSE1PES/CSE5CES: Programming for engineers and scientists
Significantly redeveloped

2018 CSE4AT3: Virtual reality
Originated and developed for the first time

Leadership

Conference and workshop organizing

- 2026 IEEE Virtual Reality Conference (VR) (Papers co-chair)
- 2025 ACM Symposium on Virtual Reality Software and Technology (VRST) (Papers co-chair)
- 2024 IEEE International Symposium on Mixed and Augmented Reality (ISMAR) (Doctoral Consortium co-chair)
- 2023 IEEE International Symposium on Mixed and Augmented Reality (ISMAR) (Workshops and Tutorials co-chair)
- 2022 IEEE Virtual Reality Conference (VR) (Papers co-chair)
- 2021 IEEE International Symposium on Mixed and Augmented Reality (ISMAR) (Workshops and Tutorials co-chair)
- 2020 IEEE Workshop on Perceptual and Cognitive Issues in AR (PERCAR) (Co-organizer)
- 2019 ACM Symposium on Virtual Reality Software and Technology (VRST) (Demos co-chair)
- 2019 IEEE Workshop on Perceptual and Cognitive Issues in AR (PERCAR) (Co-organizer)
- 2018 IEEE Workshop on Perceptual and Cognitive Issues in AR (PERCAR) (Co-organizer)

Editorial contributions

- Springer Virtual Reality (Associate Editor)
- Frontiers in Virtual Reality (Guest Associate Editor and Review Editor - Virtual Reality and Human Behaviour)
- 2025 IEEE International Symposium on Mixed and Augmented Reality (Associate Program Chair)
- 2025 ACM CHI Conference on Human Factors in Computing Systems (Associate Program Chair)
- 2025 IEEE Virtual Reality Conference (Program Supercommittee)
- 2024 IEEE International Symposium on Mixed and Augmented Reality (Program Committee)
- 2022 IEEE International Symposium on Mixed and Augmented Reality - Journal Track (Program committee)
- 2021 IEEE International Symposium on Mixed and Augmented Reality - Journal Track (Program committee)
- 2021 ACM Symposium on Applied Perception (Program committee)
- 2021 IEEE Virtual Reality Conference - Journal Track (Program committee)
- 2020 ACM Symposium on Applied Perception (Program committee)
- 2020 IEEE Virtual Reality Conference - Journal Track (Program committee)

Session Chairing

- 2023 IEEE ISMAR (Papers session 3: Interactions with Virtual Agents)
- 2023 ACM SUI (Papers session 6: Multi-User)
- 2022 IEEE VR (Papers session: Interaction Design)
- 2021 IEEE VR (Papers session: Plausibility, Presence and Social VR)
- 2020 IEEE VR (Papers session 15: Embodiment 2)
- 2019 IEEE VR (Papers session 24: Medical Applications Training)
- 2018 IEEE VR (Papers session 1: Avatars and Virtual Humans)

Peer reviewing

- ACM Computing Surveys
- ACM Conference on Human Factors in Computing Systems (CHI)
- ACM Symposium on User Interface Software and Technology (UIST)
- ACM Symposium on Virtual Reality Software and Technology (VRST)
- Elsevier Computers & Graphics
- Elsevier International Journal of Human-Computer Studies
- Frontiers in Psychology
- Frontiers in Virtual Reality
- IEEE Transactions on Applied Perception
- IEEE Transactions on Visualization and Computer Graphics
- IEEE Symposium on 3D User Interfaces (3DUI)
- IEEE International Symposium on Mixed and Augmented Reality (ISMAR)
- IEEE Virtual Reality (VR) conference
- PRESENCE: Teleoperators and Virtual Environments
- Springer Virtual Reality

Media appearances

2023 Featured expert on the Between Realities VR podcast, episode S07E13, recorded 19 August 2023 [link].

2020 Selected and interviewed by Bushra Anjum for ACM Ubiquity as part of its *Innovation Leaders* series, "The Elements of Compelling Virtual (Immersive) Experiences" [link].

2017 Featured expert on the Voices of VR podcast episode 555, "VR Presence Researcher Finds Full Embodiment to be Key Component in Plausibility" [link].

Featured expert on the Beyond the Headset podcast, episode 5, "How We Fool Ourselves into Thinking We're Somewhere Else" [link].

2015 Featured expert on the Voices of VR podcast episode 130, "Richard Skarbez on Immersion & Coherence being the two key components of Presence in Virtual Reality" [link]. Episode chosen by host Kent Bye as #1 of his top 10 episodes for getting started in VR [link].

Invited keynote and speaker addresses

- "A beginner's guide to neural rendering", full-day tutorial, ISMAR 2023, 20 October 2023 (co-presenting with Dr Shohei Mori).
- "Presence and beyond: User experience in VR and across the reality-virtuality continuum", PERCxR Workshop keynote presentation, ISMAR 2022, 17 October 2022.
- "Presence and beyond: User experience in VR and across the reality-virtuality continuum", Meta Reality Labs Research, 31 August 2022.
- "What is and what is not mixed reality? Revisiting the reality-virtuality continuum", CLEVAR Seminar Series, Queensland University of Technology, 14 June 2022
- "What is and what is not mixed reality? Revisiting the reality-virtuality continuum", HCI Seminar Series, University of Melbourne, 11 June 2021
- "The psychology of virtual reality, and virtual reality for psychology", La Trobe Department of Psychology and Counselling Seminar Series, La Trobe University, 18 March 2021
- "Cognitive illusions in virtual reality: What do I mean? And why should you care?", SMART Seminar Series, University of Wollongong, 4 March 2019
- "Perception in SUMO: Justification and experimental results", The Scene Understanding and Modeling Challenge (Workshop at 2018 Asian Conference on Computer Vision (ACCV)), 3 December 2018
- "Augmented and virtual reality for teaching and learning", La Trobe Technology in Teaching Innovators group, 3 October 2018
- "Cognitive illusions in virtual reality: What do I mean? And why should you care?", MelbourneVR meetup, 13 September 2018
- "Immersive archaeology", La Trobe Archaeology department seminar, 23 August 2018
- "Usability in VR and AR", Virginia Tech, 27 March 2018
- "Making virtual reality more real", Davidson College, 22 February 2018
- "Making virtual reality more real", ICAT Playdate, Virginia Tech, 16 February 2018

Technical

Programming languages

- C
- C++
- Java
- C Sharp
- Python
- MATLAB

Statistics and analysis

- SPSS
- SAS
- R

Game engines

- Unity
- Unreal

Other

- LaTeX
- git

Other

Professional associations

Association for Computing Machinery (ACM)

- ACM SIGGRAPH:
  Special interest group on computer graphics and interactive techniques
- ACM SIGCHI:
  Special interest group on computer-human interaction

Institute of Electrical and Electronics Engineers (IEEE) Computing Society

International Society for Scientometrics and Informetrics (ISSI)

Working with Children Check

I possess a valid Working With Children Check (1362215A-02; expires 22/05/2028).

Citizenship and residency

I am an American citizen and am an Australian permanent resident.