



Education

- 📎 **Doctor of Philosophy** in Interactive Arts and Technology
Simon Fraser University, Vancouver, BC Canada
2014
- 📎 **Master of Science** in Human Computer Interaction
Georgia Institute of Technology, Atlanta, GA
2004
- 📎 **Bachelor of Fine Arts** in Film Studies
University of Colorado, Boulder, CO
1999

Dissertation Title



Tagging with Movement: Somatic Strategies for Digital Image Classification

Thesis Title



intelliChime: Exploring a Conversation Model of Information Retrieval Using Gestural Interaction

Honors

- ☆ Graduation with Distinction
- ☆ Phi Beta Kappa Honor Society



Professional UX Experience

User Experience Design Researcher *University of British Columbia* Vancouver, BC 2015-Present

- Head of UX research for UBC's \$100M Student Academic Systems Initiative (SASI) project to re-envision the student information system (SIS).
- Designed and planned all phases of the UX research strategy to ensure alignment between business requirements and end-user needs.
- Coordinated all student recruitment and communication activities across both university campuses involving outreach to student government, campus organizations, faculty offices, and the university senate.
- Conducted and analyzed quantitative and qualitative research initiatives including methods including surveys (n=11,000), design workshops, contextual inquiry engagements, and interviews.
- Worked closely with business analysts and other members of the UX team to identify 275 UX specific requirements, develop personas to support implementation, and explore future-state processes.
- Provided UX support for UBC business analysts and Tribal and Deloitte consultants during engagements with high profile stakeholders in the identification of functional requirements for fourteen business process areas.
- Advocated for UX methodologies through formal presentations and the development of shared UX resources in order to increase project-wide understanding of the user-centered design process.
- Designed mockups for ancillary university projects including Sauder Executive Education and the Graduate Admissions Streamlining Project (GRASP).

UX Design and Research Consultant *Self-Employed* Vancouver, BC 2015

- Contracted with agencies including UX Guys and Tribal DDB to conduct UX design and research endeavors.
- Developed comprehensive moderated and online usability tests to inform organizational website restructuring.
- Conducted over 180 usability tests to evaluate stakeholder perceptions of a top ranked university website.
- Analyzed data, produced data visualizations, and compiled reports to present findings from usability tests.

Interaction Designer and Movement Researcher *Reality Controls, LLC* Vancouver, BC 2012-2013

- Investigated interaction models for Natural User Interfaces (NUI) using depth camera technology.
- Consulted on the UX design for a movement-based interaction system for playing computer games.
- Provided expertise regarding movement analysis frameworks to support gesture classification processing.

Product Prototyper and UX Researcher *Samsung Information Systems America* San Jose, CA 2011

- Developed desktop software, mobile applications, and hardware devices to explore multi-modal UX concepts.
- Brainstormed concepts, developed scenarios, and created mockups for future applications and services.
- Conducted formative and evaluative user tests to investigate non-traditional input devices.
- Collaborated with UX team to identify future projects and research agendas.

Interaction Designer for Interactive Film Apps *Georgia Institute of Technology* Atlanta, GA 2004 -2006

- Explored design alternatives for web-connected interactive film applications to support user annotations.
- Investigated web, DVD, and database technologies to enable web-based interactive experiences.
- Designed and implemented prototypes using Visual Basic.NET, Flash MX, and JavaScript.
- Designed and completed iterative evaluations of the systems and compiled the results in written reports.

Interaction Designer and Usability Researcher

Eastman Kodak Company

Rochester, NY 2005

- Designed Flash-based prototypes for digital camera user interfaces to explore alternative interaction models.
- Designed research protocols and conducted usability tests to assess design alternatives.
- Analyzed usability test results and coordinated with the design team to facilitate implementation of findings.
- Generated visual assets for user interface prototypes.

**Research Experience****Project Manager and User Researcher**

Simon Fraser University

Surrey, BC

2013-2015

- Managed a team of six employees developing iPad-based neuro-feedback games for treating childhood PTSD.
- Directed design sessions that identified gameplay and UI options for children without any prior computer use.
- Developed, coordinated, and implemented user studies at a local elementary school during which numerous usability issues were uncovered and corrected.
- Successfully met the deadline for product launch in Nepal, facilitating the data collection from 20 participants.

Children's Game Design Researcher

Simon Fraser University

Surrey, BC

2007-2008

- Co-designed a set of children's game incorporating bio-feedback as the primary mode of control.
- Investigated research methods utilizing bio-feedback to assess subjective player enjoyment.
- Implemented the hardware and software components of a heart-rate controlled actuated pinwheel game.

Affective Interaction Designer and Prototyper

Simon Fraser University

Surrey, BC

2006-2007

- Researched interaction design methods for visceral and embodied interaction techniques.
- Designed and implemented tangible prototypes to explore systems that evoke strong emotional responses.
- Published peer reviewed papers and exhibited prototypes at international conferences.

**Skill Sets****UX and Design Software**

- Axure RP, Balsamiq Mockups
- Adobe Creative Suite
- Microsoft Visual Studio

Web and Programming Languages

- Java
- HTML/XHTML/XML/CSS
- PHP, JavaScript

Physical Computing

- Microcontroller Programming
- Basic Electronics and Circuit Design
- Hardware and Sensor Integration

**Knowledgebase****Usability Testing**

- Interviewing
- Cognitive Walkthrough
- Heuristic Evaluation
- Card Sorting
- Survey Design

Interaction Design

- Wireframing
- UI Design
- Storyboarding
- Persona Development
- Rapid Prototyping

Research Methods

- Research Design (Qual/Quant)
- Experimental Studies
- Contextual Inquiry
- Participatory Design
- Statistical Analysis

**Teaching Experience****Sessional Instructor Positions**

- **Interaction Design Methods** (IAT 333)
- **Speculative Design** (IAT 431)
- **Information Design** (IAT 235)

Teaching Assistant Positions

- **Body Interface** (IAT 320)
- **Tangible Computing** (IAT 884)
- **Digital Photography** (IAT 244)

**Community Service**

- **President** of the Franklin Preschool PAC 2015 - 2016 Franklin Preschool Soc. Van, BC
- **Committee Member** FCAT Grad. Student Workgroup 2009 Simon Fraser University Surrey, BC
- **President** Graduate Student Association 2008 - 2009 Simon Fraser University Surrey, BC
- **PhD Representative** Graduate Program Committee 2007 - 2009 Simon Fraser University Surrey, BC

 **Publications**

1. Antle, A. N., Chesick, L., Levisohn, A., Sridharan, S. K., & Tan, P. **Using Neurofeedback to Teach Self-Regulation to Children Living in Poverty**. In Proceedings of the *14th International Conference on Interaction Design and Children (IDT 2015)*, Medford, MA, ACM (2015) 119–128.
2. Levisohn, A. M. **Tagging with Movement: Somatic Strategies for Digital Image Classification** (Dissertation). Communication, Art & Technology (FCAT), Vancouver, B.C., Canada, Simon Fraser University (2014).
3. Levisohn A., Schiphorst, T. **Tagging with Movement: Somatic Strategies for Image Classification**. *2014 International Workshop on Movement and Computing (MOCO 2014)*, Paris, France, ACM. (2014).
4. Levisohn A., Schiphorst, T. **Embodied Engagement: Supporting Movement Awareness in Ubiquitous Computing Systems**. *Ubiquitous Learning: An International Journal*, 3(4), Chicago, IL, Common Ground Publishing (2011) 97-112.
5. Levisohn, A. **Designing for Movement Experience**. *CHI 2011 Extended Abstracts on Human Factors in Computing Systems*. Vancouver, BC, ACM (2011).
6. Levisohn, A., Gromala, D. (2009) **Taro(t)ception: Eliciting Embodied, Interoceptive Awareness through Interactive Art**. In Proceeding of *Digital Arts and Culture*, UC Irvine (2009).
7. Levisohn, A. and Pasquier, P. **BeatBender: Subsumption Architecture for Autonomous Rhythm Generation**. In Proceedings of the *2008 International Conference on Advances in Computer Entertainment Technology*, ACM (2008), 51-58.
8. Levisohn, A.M. **The Body as a Medium: Reassessing the Role of Kinesthetic Awareness in Interactive Applications**. In Proceedings of the *15th international conference on Multimedia*, ACM (2007), 485-488.
9. Levisohn, A., Cochrane, J., Gromala, D., and Seo, J. **The Meatbook: Tangible and Visceral Interaction**. In Proceedings of the *1st international conference on Tangible and Embedded Interaction (TEI)*, ACM (2007), 91-92.
10. Sung, J., Levisohn, A., Ji-won, S., Tomasetti, B., and Mazalek, A. **Shadow Box: an Interactive Learning Toy for Children**. The First IEEE International Workshop on *Digital Game and Intelligent Toy Enhanced Learning*, 2007 (DIGITEL '07), IEEE (2007), 206-208.