

## Appendix 1: Teaching Detail

### *Areas of special interest and accomplishments*

Facilitating learning within project-based courses with team-based project assignments. Courses have included:

- Sound design for live dance and theatre as well as podcast, vidcast, animation and games;
- Immersive technology development (virtual reality, augmented reality, mixed reality);
- Improvisation for digital media graduate students to improve collaboration, creativity and management.

Outcomes include the development of collaborative and self-regulatory capacities aligned with 21<sup>st</sup> Century competencies.

#### *(a) Graduate Students Supervised: PhD*

Student Name	Program Type	Year		Supervisory Role (supervisor, co-supervisor, committee member)
		Start	Finish	
Caroline Running Wolf	PhD Interdisciplinary Studies	2022		Co-supervisor
Leena Alkhamash	PhD Medicine	2021		Co-supervisor
Katerina Stepanova	PhD SIAT	2018		Committee member
John Desnoyers	PhD SIAT	2018	2021	Committee member
Denise Quesnel	PhD SIAT	2017		Committee member

#### *Graduate Students Supervised: Master of Digital Media (MDM) Program Total 205 students from 2007-2021. (36 projects).*

Note: Students in the Master of Digital Media program complete a thesis project in DMED521 & DMED522. involving a client-proposed research creation project in digital media. Students work in teams to create the final product.

Student Name	Program Type	Year		Supervisory Role (12 credit research creation projects)
		Start	Finish	
Austin Kvaale, Elmira Azizi Liam Fisher, Parastou Heidari, Vithoon Mehra, Ye Lan, Yu Han	Master of Digital Media	April 2021	August 2021	Supervisor. Improvised Conversations with A.I. Agents with The H.I.V.E.
Janette Li, Lucas Romanini Luisa Martinez Riano, Rosa Cebolla, Valentina Forte- Hernandez, Vikrant Rajan	Master of Digital Media	2020 January	2020 April	Co-supervisor. RealWheels Theatre. <a href="#">Participatory Technology Website with Realwheels Theatre</a>
Riya Chak, Zehra Khan Gabriel Ries, Lujia Yang Li Yi, Alex Castelan, Grace Chang, Elene Wanner	Master of Digital Media	2019 May	2019 August	Supervisor. <a href="#">xR Prototyping Lab</a> . Fun Palace with ASC Cybernetics Conference, in addition to <a href="#">VanVR Anatomy &amp; Pathology Application</a> . With Dr. Claudia Krebs UBC Medicine.
Andy Yao, Manni Zhang Nicholas Kubash, Samantha Yueh, Sean Conroy, Thalita Karina, Viet Phan	Master of Digital Media	2018 May	2018 August	Supervisor. <a href="#">xR Prototyping Lab</a> , with Small Stage, Virtro VR, UBC Film & Theatre, SIAT, and in partnership with Occipital.

John Bondoc, Junsong Zhang, Lauren Carlton Rongliang Sun, Xinpei Zhang Xiangpeng Hao	Master of Digital Media	2018 January	2018 April	Supervisor. <a href="#">HoloCopter</a> , BCIT Aerospace Engineering, UBC. Porting as 3D model of a helicopter rotor from a 2D screen to Microsoft Hololens.
Andrea Del Rio, Kewei Li Ling Su, Marco Cermusoni Yang Zhang, Youhan Guan Timothy Jou	Master of Digital Media	2017 January	2017 April	Supervisor. <a href="#">AR Force</a> , Finger Foods. Mixed-reality experience to train basket-ball plays for athletes and coaches.
Camila Sieben, Jonathan Loewen, Krisha Maclang Lien Nguyen, Steffen Herping-Hansen	Master of Digital Media	2017 January	2017 April	Supervisor. <a href="#">Content Innovation for Lottery Players</a> , British Columbia Lottery Corporation. (NDA)
Jun Zhang, Maria Herrera Marina Roselli, Milagro Lang Rahul Kukreja, William Yao	Master of Digital Media	2017 May	2017 August	Supervisor. <a href="#">AWE VR</a> . VR experience emulating the Overview Effect (out of body experience in space by astronauts). iSpace Lab at SIAT collaboration.
Frederik Nielsen, Jun Zhang Mateo Cano, Parmida Zarrinkamar, Robyn Choi	Master of Digital Media	2017 May	2017 August	Supervisor. <a href="#">O:N Studios</a> . Developed an integrated Mixed Reality Theatrical experience using VR, live voice over acting and moving set pieces. LFE Systems.
Alex Blanchette, Maryna Zarud ,Mingxin Yue, Shahla Sayeed, Steven Eng	Master of Digital Media	2016 January	2016 April	Supervisor. <a href="#">Business Simulation Training</a> , Conquer Mobile/JTE Management
Al Idian, Alex Blanchette, Lian Shou, Sarah Third	Master of Digital Media	2016 January	2016 April	Supervisor. <a href="#">CyberPatient</a> . Virtual diagnostic training for third year UBC Medical Students. UBC and <a href="#">CanHealth International</a> .
Diptoman Mukherjee, Leanne Tong, Zoey Zhou, Ruo Jin Yan	Master of Digital Media	2016 May	2016 August	Supervisor. <a href="#">CODEstruction</a> . A 2D game to teach kids about coding.
Apeksha Darbari, Jiang Wang Jianing Li, Neil Connatty Nicolas Ayerbe Barona	Master of Digital Media	2016 May	2016 August	Supervisor. <a href="#">Labyrinth</a> . A Mixed Reality iPad and VR game for older adults. SFU and Age-Well.
Arushi Nagar, Camila Burbano, Ling Wu, Tian Jia	Master of Digital Media	2015 May	2015 August	Supervisor. <a href="#">Alternative Reality Driving Game</a> . An adver-game to increase test drives of new Toyota vehicles. Elevator Strategy and Toyota.
Alex Blanes, Zihan Gao Valerie Ma, Guanchen Zhao Billy Ngo	Master of Digital Media	2014 January	2014 April	Supervisor. <a href="#">Driving Game Prototype</a> . A proof of concept mini-game for HomeWorld by <a href="#">Blackbird Interactive</a> .
Ligia Brosch, Russell Kentish Henrique Arrais, Hsin-Ning Lo Michael Nielsen, Bettsina Walkinson	Master of Digital Media	2013 January	2013 April	Supervisor. <a href="#">Balance</a> . iPad game whose mechanics are informed by indigenous principles. Roadhouse Interactive and First Nation Technology Council.
Aasem Alabdullatief, David Acuna, David Lin, Emil Stephansen, Isabelle Alles Kareem Negm	Master of Digital Media	2013 January	2013 April	Supervisor. <a href="#">Interactive Decision Making Process</a> for multiple stakeholders. Integrative Data-Enabled Approaches to Sustainability across Scales (IDEASS) project. Housed at the Centre for Interactive Research on Sustainability.
Jessie Gao, James DeWitt Lin Cao, Xiang Jia	Master of Digital Media	2013 January	2013 April	Supervisor. <a href="#">Kindamals</a> . Educational kids' game on iOS to teach English. V7 Entertainment.
Yangyue Hu, Stefan Finseth Neshat Piroozan, Alana Thorburn – Watt, Patrick Truman, Melissa Wong	Master of Digital Media	2013 May	2013 August	Supervisor. <a href="#">Timbre</a> . An award-winning website to promote awareness of illegal tree-cutting. UBC Journalism.
Tzeyi Pang, Patrick Daggit, Loren Beyerstein, Alyosha Sønju, Derick Groves, Mu-Chian Jiang	Master of Digital Media	2012 January	2012 April	Supervisor. <a href="#">Community Pulse</a> . Interactive Website for youth. UBC Learning Exchange and Sage.

Loren Beyerstein, Jodi Gregg, Steve Pastro, Yu Sun, Benjamin Swee, Ryan Wong	Master of Digital Media	2012 January	2012 April	Supervisor. <a href="#">Crate Expectations</a> . iPad game for Exploding Barrel Games.
Naz Madani, Pallavi Maruvada, Yinan Zhao, Jordan Groves, Yujiao Shang, Matthew Xu, Xiangwei Sun	Master of Digital Media	2012 May	2012 August	Supervisor. <a href="#">Monsteholic</a> . iPad Game for kids using a typical battle card mechanic. Skybox Labs.
Ian McDonald, Jeunessa Cheng, Khadija Ghazi, Matthew Schade, Nick Lewis	Master of Digital Media	2011 January	2011 April	Supervisor. <a href="#">Digital Decisions</a> . <a href="#">Highly Commended</a> interactive digital literacy tutorial for high school students. Media Awareness Network.
Gabe van Bergen, Meng Zhao Tony Cheung, Yingyun Shao Daniela Pichardo, Ryan Klesc	Master of Digital Media	2011 May	2011 August	Supervisor. <a href="#">Curate your own Collection</a> . A virtual museum allowing museum audiences to curate their own collection of artefacts. Kelowna Museums Society
Al Sinoy, Andrew von Rosenbach, Daniela Pichardo Jordan Braun, Nick Lewis, Ryan Klesc, Taylor Kachmarski, Tony Cheung	Master of Digital Media	2011 January	2011 April	Supervisor. <a href="#">Man-up Canada</a> . Video series played at GM Place during Vancouver Canucks games to increase awareness of early testing to prevent prostate cancer. videos to support men's health issues. <a href="#">Men's Health Initiative of BC</a>
Carlos Alejandro, David Marhal, Dhruv Adhia, Jason Chang, Luke Johnson, Natalia Mitrofanova	Master of Digital Media	2010 January	2010 April	Supervisor. <a href="#">Carbon Chaos</a> . Award-winning game created for the 2010 Olympics to increase awareness of the advantage of taking transit and published to the iPhone store.
Andrew von Rosenbach, Brian Ford, Mark Freeman, Matthew Schroeter, Su Yon Sohn	Master of Digital Media	2010 January	2010 April	Supervisor. <a href="#">Colab</a> . Design thinking process for team-based collaboration toolkit.
Christine Jung, Felwa Abukhodair, Jason Chang Lei Tang, Yamin Li	Master of Digital Media	2010 January	2010 April	Supervisor. <a href="#">HexArt Social Game</a> . A social game focused on fashion, intended to be played on Facebook.
Dashan Yue, Dhruv Adhia Jordan Braun, Mohamed El Eryan, Ryleigh Kostash Sagar Datta, Seth Marinello	Master of Digital Media	2010 May	2010 August	Supervisor. <a href="#">Taxi City</a> . An award-winning web-based game that uses open data sourced from Vancouver City Hall. Microsoft & City of Vancouver.
Bryan Clarke, Bryant Drew Jones, Matthew Schroeter Patrick Bakerjian, Ryan Nadel Salvia Dhall, Seth Marinello	Master of Digital Media	2010 May	2010 August	Supervisor. <a href="#">Precipice</a> . A 3D interactive simulations that illustrate, in vivid fashion, future scenarios developed by the Global Energy and Environmental Strategic Ecosystem. Department of Energy USA.
Patrick Bakerjian, Carlos Alejandro, Liam Kelly, Conrad Chan, Sonu Sharma, Animesh Jha	Master of Digital Media	2009 January	2009 April	Supervisor. <a href="#">Shift Seven</a> . A 3D animated training module for nurses treating severe wounds.
Ashley Welsh, Michael Cornford, Vincent Yang, Yangos Hadjiyannis	Master of Digital Media	2009 January	2009 April	Supervisor. <a href="#">D-Sign Interactive</a> . A touchless design system for Children's Hospital BC.
Mark Freeman, Lei Tang Christine Jung, Brian Ford Josh Kho, Su Yon Sohn	Master of Digital Media	2009 May	2009 August	Supervisor. <a href="#">Clarity Toolkit</a> . Digital and Physical card deck to support businesses in a strategic design process. Tom Wujac.
Aerlyn Weissman, Ashley Welsh, Michael Cornford, Sheng Yu, Yangos Hadjiyannis	Master of Digital Media	2008 May	2008 August	Supervisor. <a href="#">In Transit BC</a> . Virtual. Interactive Signage to navigate passengers to Skytrain locations.
Azhar Boumarah, Fouad Hafiz Josh Kho, Luke Johnson	Master of Digital Media	2008 January	2008 April	Supervisor. <a href="#">Bateman Centre Interactive Visualization Project (BCIVP)</a> Royal Roads University.

Stephen Danic,Aerlyn Weissman,Ashley Blacquiere Sheng Yu,Steven Pugh David Janer	Master of Digital Media	2007 May	2007 August	Supervisor. <a href="#">UBC Fisheries</a> . 3D visualization of fish data from the Gulf of Mexico for a Mixed Reality conference room for stakeholders in the industry. UBC Fisheries.
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### Continuing Education (Teaching)

*Courses and workshops I've facilitated for professionals in various fields to support upskilling and reinventing work remotely, transitioning into tech-based industries and virtual production.*

Feb 2022-present	UBC Extended Learning EdX micro-credential course: Audio Production for Virtual Media Creators. (Micro-credential course to support those with no audio experience and offered free to UBC students)
Jan 2021- present	UBC Extended Learning/UBC Medicine. BioMedical Visualization Certification Course. Teaching a creativity course to health care professionals to transition into BioMedical Visualization, and offering Project Management Mentoring and Workshops with client projects in healthcare.
Dec. 7 <sup>th</sup> 2020	Increasing Engagement at a Distance. French Consulate of Canada. Strategies to improve audio, video and presentation via Zoom.
Aug. 2020-present	UBC Extended Learning EdX Certificate Course: Reimagine Work: Strategies During Covid-19 & Beyond (A MOOC course free to UBC students and public and a certificate course helping people reinvent their work from home). Since 2020 this course has had over 20,000 people enrol.
March 2019	Greater Vancouver Professional Theatre Alliance/Associated Designers of Canada. Identifying and Filling the Gaps in Sound Design. Co-facilitated with Mishelle Cutler Oct. 24 <sup>th</sup> , 2019. This co-facilitated workshop (50%)
May 2019	UBC Extended Learning Future Global Leaders: Virtual Production Course in 360 video for VR. production. This course targeted talented secondary students internationally who were considering transitioning into post-secondary institutions.
May 2018	UBC Extended Learning Future Global Leaders: Virtual Production Course in VR. This course targeted talented secondary students internationally who were considering transitioning into post-secondary institutions.
Feb. 23 <sup>rd</sup> 2018	Developing an adaptive xR prototyping pipeline in educational contexts Emerging Media Community of Practice, Vancouver, BC. Targeting educators who want to integrate the development of immersive technologies in their courses. National.
May 6 <sup>th</sup> 2017	Learning Day. Designer and Moderator for the Consumer VR Conference in Vancouver. Communicating Ideas with Google's Tiltl Brush; Viro VR App Creation; Instant VR Creation for Gear VR; Navigation Interfaces for VR and Gaming; Pitching your VR App; Beyond the Teleport: Customized controls for flying in VR; Why VR? A Retail Solution for a Baby Store; Future of Mixed Reality. The one day event brought together experts in the field of Virtual and Mixed Reality development to teach mini-workshops to conference attendees. These included developers from HTC, Viro, Google and Microsoft.
June 23 <sup>rd</sup> -24 <sup>th</sup> 2017	PocketTV, Design, Direction, Technical streaming workshop, Vancouver, BC. Lighting, sound and content 2-day intensive workshop for streamers on a specific social platform.
Sept. 19 <sup>th</sup> 2017	IndieCade/IndieXchange, Exercising Improv Ability in Game Pipelines, LA, USA. A workshop for indie game developers from around the world. International.
Oct 5 <sup>th</sup> -8 <sup>th</sup> 2017	Teacher training for industry projects, CDM Vancouver, BC. Design of a 3-day workshop to train industry experts to supervise and mentor graduate students on project-based courses at the MDM Program based on a published typology of mentoring.
Sept.26 <sup>th</sup> 2016	BC Museum Association Design Jam @ CDM, Museum curators across BC workshop, Vancouver, BC. How to integrate digital experiences into mixed reality audience experiences.
Sept. 26 <sup>th</sup> 2015	IndieCade/IndieXchange, Rapid Paper Prototyping Game Mechanics, LA, USA. A workshop for indie game developers from around the world. International.

Feb. 14 <sup>th</sup> 2014	Microsoft Big Park, The Voice in Pitch, Vancouver, BC. Strategies to improve communication through voice work and bel canto singing practices.
March 9 <sup>th</sup> 2014	Disrupting the Classroom: An Innovative Approach to Teaching and Learning. SXSW EDU, Austin, TX. A large workshop oriented event integrating play and disruption as a teaching strategy for a group of international educators from post-secondary institutions. International.
March 22 <sup>nd</sup> 2014	Fujitsu, CDM, Strategic Vision and Design for Fujitsu Future Technology, Vancouver, BC. NDA one-day workshop to support Fujitsu Japan in the development of a future technology strategy.
March 10 <sup>th</sup> 2013	Collaborative Design in the Classroom. SXSW Edu, Austin, TX. A hands on workshop providing skills for international educators and policy makers in post-secondary to increase collaboration between learners and between learners and instructors. International.
January 30 <sup>th</sup> 2012	IERG Annual Conference, Disruptive Teaching & Learning, Vancouver, BC. Workshop for educators to integrate play and disruption within the design of learning. International.
April 5 <sup>th</sup> -8 <sup>th</sup> 2012	Procon Mining/D.Sign, Rapid Game Prototyping. Vancouver, BC. Workshop to uncover priority areas to gamify for the world's leading mining safety oriented company.
January 18 <sup>th</sup> 2011	Clean Air Champions, Ottawa, ON, Facilitating Brainstorming sessions for company to develop Canadian Olympic athlete-sponsored iOS applications that support carbon footprint reduction.
February 24 <sup>th</sup> 2010	EA Canada, Ice-Breakers for Recruiters Session, Vancouver, BC. One-day workshop to break the ice using improvising techniques for EA employee recruiters.

#### *Visiting Lecturer/Scholar*

#### *Talks, team-teaching and practical workshops given.*

Feb. 15 <sup>th</sup> 2022	UBC, UX Club. Designing Experiences for Humans. A workshop integrating an inclusive use of personas and storyboarding to define audience/users/customers.
Nov. 23 <sup>rd</sup> 2021	UBC, Theatre and Film, THFL 150. Considerations when designing sound for live theatre.
Oct. 15 <sup>th</sup> 2020	UBC, The HIVE Lab, Cellular and Physiological Science, Human Centered Design Workshop
Jan 7 <sup>th</sup> -April 14 <sup>th</sup> 2019	SFU, Semester in Alternate Realities, School for Interactive Arts & Technology, in collaboration with the Center for Dialogue. A 12-credit course co-taught at SIAT resulting in 6 VR for Good installations. <a href="http://ispace.iat.sfu.ca/riecke/teaching/siar/">http://ispace.iat.sfu.ca/riecke/teaching/siar/</a> (the course took a year of development prior to launch as a separate contract so is also listed in (f) instructional design section)
October 24 <sup>th</sup> 2019	Peter Wall Institute International Research Roundtable. Visual Literacy: Seeing, Making, and Reading Images across the Disciplines. Presentation on research creation related to spatial audio. International.
March 3 <sup>rd</sup> -10 <sup>th</sup> 2018	North Chinese University of Technology, Rapid Prototyping for VR in the workplace, Beijing, China. International.
March 14 <sup>th</sup> 2018	SFU, Publishing Program, Presenting Publically, Vancouver, BC. Using remote technologies to communicate effectively.
March 21 <sup>st</sup> 2017	SFU, Publishing Program, Presenting Publically, Vancouver, BC. Using technologies to increase resonance.
March 16 <sup>th</sup> 2016	SFU, Publishing Program, Presenting Publically, Vancouver, BC. Increasing presentational power through theatre and singing techniques.
Oct. 11 <sup>th</sup> 2016	SFU, Educational Technology Program, Vancouver, BC. Workshop on the integration of immersive technologies in the classroom for teaching and research.
March 14 <sup>th</sup> 2016	UBC Continuing Studies, Portfolio Building for international students, Vancouver, BC. Workshop and tools to improve how a portfolio can be designed.
Feb. 19 <sup>th</sup> 2015	UBC Peter A. Allard School of Law, Video Game Law, Vancouver, Canada. Using improvisation to practice scenario-based argumentation.
June 4 <sup>th</sup> – 29 <sup>th</sup> 2014	Chinese University of Communication, Game & Animation Dept., Beijing, China. Dalian University of Technology, Software Engineering, Dalian, China.

	Xi'an Jiaotong University, Engineering and Technology, Xi'an, China. Shenzhen University, Software Engineering, Shenzhen, China. Lecture/workshops on applying agile project management methodology to existing immersive technology projects with Top 100 Chinese Universities sponsored by Crystal CG. International.
July 7 <sup>th</sup> 2013	Minzu University, Software Engineering, Guest Lecturer, Beijing, China. Lecture on indigenous digital media projects and collaborators in Vancouver. International.
May 7 <sup>th</sup> -21 <sup>st</sup> 2012	Ryerson University, Digital Media Zone, Strategic Design for Biz Dev, Toronto, ON. Structured strategic design workshops for the first cohort of the Master of Digital Media Program at Ryerson University. National.
July 4 <sup>th</sup> -23 <sup>rd</sup> 2012	Wuhan University, Software Engineering, Strategic Design, Wuhan, China. 3-week ideation workshop leading to interactive prototypes. International.
March 4 <sup>th</sup> -6 <sup>th</sup> 2011	Langara College, Studio 58, Sound Design, Vancouver, BC. Sound design workshops.
March 4 <sup>th</sup> -11 <sup>th</sup> 2004	University of California Long Beach, Theatre Department, Sound Design, USA
May 17 <sup>th</sup> 2003	York University, Department of Music, Toronto, ON. Workshop on using improvisation to develop ideas. International.
November 13 <sup>th</sup> 1996	Simon Fraser University, School for the Contemporary Arts, Vancouver, BC. Improv techniques from physical theatre approaches for 3 <sup>rd</sup> year undergraduate dancer/choreographers.

*Instructional Design for courses piloted then handed to a specific program and department.*

April- Dec. 2018	Semester in Alternate Realities, SIAT @ SFU, Surrey, BC in collaboration with the Center for Dialogue. Collaborated on the design and teaching of a 12-credit project-based course focused on students creating Virtual Reality "for good" projects over a period of one year including meetings with multiple stakeholders, three pre-launch workshops, survey and its design, and consultation. (50% contribution, 120 hours)
March-April 2008	Tomorrow's Master of Digital Media (teen boot camp) at the CDM, Vancouver, BC. The 6 week boot camp was designed to provide teens with a condensed version of the larger MDM Program. (75%) (also listed under Visiting Lecturer/Scholar)
July-August 2015	UBC, Sauder School of Business, Strategic Design @ d.studio, Vancouver, BC . Designed a course structure that integrated real-world clients to develop new business models with specific initiatives. Target were upper year business students. (I also taught the course and supervised five digital projects including Vancouver Canucks, Small Stage). The design structure was used by future instructors. (also listed under UBC Courses Taught)
March-Feb 2015	Designed and facilitated a rapid prototyping series of workshops for Small Stage with Ballet BC & independent choreographers as participants. Workshops culminated in research creation projects made public at the Shadbolt Centre for the Arts, Burnaby BC.
March 2008, 2009	IDEA-X, ESL Digital Media Program. Iterative design of an ESL 4-month program as a pathway into the MDM Program for international students who needed to pass IELTS. The design was used by future instructors who brought the IDEA-X back in 2014-present.