

Danielle Langlois

|  <https://danielleklanglois.com/> |

AREAS OF INTEREST

- Human Computer Interaction
- Video games
- Esports
- Group dynamics
- Personality and Social Influences on beliefs/behavior

EDUCATION

[Currently Enrolled] Ph.D. in Computer Science
Masaryk University
2022 - ongoing

Master of Arts in Psychology
Stephen F. Austin State University
2015 - 2017

Bachelors of Art in Psychology
University of Texas at Arlington
2010 - 2015

RELEVANT SKILLS

- Teaching/public speaking
- Survey and experimental software: Qualtrics, Inquisit, Limesurvey
- Microsoft Office packages and LaTeX (via Overleaf)
- Statistical Packages: SPSS, SAS
- Experience with course management software: Desire2Learn, Canvas, and Blackboard
- Experience with Game Development Software: Ren'Py and Unity
- Some experience with other software: Python and R

HONORS & AWARDS

RESEARCH EXPERIENCE

Graduate Researcher - Faculty of Informatics, Masaryk University 2022-ongoing

- Human Computer Interaction Lab lead by Dr. Simone Kriglestein
- Responsibilities: Writing/organizing materials, Study Design, Data Collection and Analysis

Graduate Researcher - Department of Psychology, New Mexico State University 2019-2021

- Human Robot Interaction Lab lead by Dr. Marlena Fraune
- Responsibilities: Writing/organizing materials, Study Design, Data Collection and Analysis, and Mentoring undergraduate RAs

Graduate Researcher - Department of Psychology, Stephen F. Austin State University 2016-2017

- Thesis: Effects of Prosocial Video Games on Resulting Prosocial Behaviors under the supervision of Dr. Scott Drury
- Responsibilities: Writing/organizing materials, Study Design, and Data Collection and Analysis

Research Assistant - Department of Psychology, Stephen F. Austin State University 2015-2016

- Principle Investigator: Dr. Sarah Savoy
- Responsibilities: Contributions to Study Design, Presented poster on findings at a conference

Research Assistant - Department of Psychology, University of Texas at Arlington 2014-2015

- Principle Investigator: Personality Lab lead by Dr. William Ickes and Cognitive Lab Lead by Dr. Daniel Levine
- Responsibilities: Coding, Literature Review, Data Collection

TEACHING

Lecturer/Tutor Spring 2022- ongoing

- Faculty of Informatics, Masaryk University
- Classes: English Language Courses, Games User Research Lab, Human-Computer Interaction

Teaching Assistant (Primary Instructor) 2020- 2021

- Department of Psychology, New Mexico State University
- Classes: Social Psychology and Research Methods

Pool Faculty Member (Primary Instructor) 2017-2019

- Department of Psychology and Philosophy, Sam Houston State University
- Psychology classes: Learning, Developmental, Research Methods, and Personality

Supplementary Study Session Leader 2016-2017

- Department of Psychology, Stephen F. Austin State University

Guest Lecturer (6 lectures) 2015-2017

- Department of Psychology, Stephen F. Austin State University

2023 - Agency: Gary Marsden Travel Award 2023, used to attend CHI Conference on Human Factors in Computing Systems (CHI EA '23)

2020-2021 - Agency: Toyota Research Institute, Robots to increase human-human social support for independent-living elderly

2019 - Agency: NSF Grant IIS-1849591, Funding award: Computer-Human Systems (CHS): Examining and applying robot sociality to enhance intergroup human-robot interaction

2019 - Agency: National Aeronautics and Space Administration (NASA) Training Grant NNX15AL51H, New Mexico Space Grant Consortium (NMSGC) Research Initiation Grant (RIG). Funding award: Improving human-robot interaction efficiency during robot mode-swaps to support safety, sustainability, and success of space missions.

2016/2017 - Graduate Assistantship, Stephen F. Austin State University

CERTIFICATIONS

- Collaborative Institutional Training Initiative (CITI), New Mexico State University (2019). Training for ethical human research.
- Question, Persuade, and Refer (QPR), Stephen F. Austin State University (2016). Training which aids an individual in responding to suicide threat.

- Psychology Classes: General Psychology and Abnormal

PUBLICATIONS

- Nikola Kunzová, Adam Štěpánek, Daniel Echeverri, **Danielle K. Langlois**, and Simone Kriglstein. 2024. Stories with Style: Narrative Virtual and Imaginary Spaces of Reading Fiction in Virtual Reality. *In Proceedings of the International Conference on Mobile and Ubiquitous Multimedia (MUM '24)*. Association for Computing Machinery, New York, NY, USA, 36–50. <https://doi.org/10.1145/3701571.3701601>
- David Kuřák, **Danielle Langlois**, Roman Rozič, Jan Byška, Haichao Miao, Simone Kriglstein, Barbora Kozlíková. Design and evaluation of alphabetic and numeric input methods for virtual reality. *Computers & Graphics*. Volume 122, 2024. <https://doi.org/10.1016/j.cag.2024.103955>.
- **Langlois, D.K.**, Kriglstein, S. (2023). Initial Developments of Teamwork and Mental Health Focused Minigames for the Purpose of Esports Training. *In: da Silva, H.P., Cipresso, P. (eds) Computer-Human Interaction Research and Applications. CHIRA 2023. Communications in Computer and Information Science*, vol 1997. Springer, Cham.
- Matěj Lang, Clemens Strobel, Felix Weckesser, **Danielle Langlois**, Enkelejda Kasneci, Barbora Kozlíková, Michael Krone. A multimodal smartwatch-based interaction concept for immersive environments. *Computers & Graphics*. Volume 117, 2023. (pp. 85-95), <https://doi.org/10.1016/j.cag.2023.10.010>.
- Marlena R. Fraune, **Danielle Langlois**, Harrison Preusse, Jennifer Rheman, Katrina Ling, Katherine M. Tsui, Affinity for technology and group cohesion link to mental health during social isolation in Italy and Japan. *Telematics and Informatics Reports*. Volume 12, 2023. <https://doi.org/10.1016/j.teler.2023.100109>.
- Ling K, **Langlois D**, Preusse H, Rheman JM, Parson D, Kuballa S, Simecek M, Tsui KM and Fraune MR (2023) “If you weren’t connected to the Internet, you were not alive”: experience of using social technology during COVID-19 in adults 50+. *Front. Public Health* 11:1177683. doi: 10.3389/fpubh.2023.1177683
- Fraune MR, **Langlois D**, Preusse H, Rheman JM, Ling K, Tsui KM. Affinity for Technology Relates to Group Cohesion for New, But Not Existing, Groups. *OBM Neurobiology* 2023; 7(3): 182; doi:10.21926/obm.neurobiol.2303182.
- **Danielle Langlois** and Simone Kriglstein. 2023. Do you have time for a survey? Challenges and Lessons Learned from the Recruitment Process for an Online Survey. *In Extended Abstracts of the 2023 CHI Conference on Human Factors in Computing Systems (CHI EA '23)*, April 23–28, 2023, Hamburg, Germany. ACM, New York, NY, USA, 5 pages. <https://doi.org/10.1145/3544549.3573865>
- **Danielle Langlois**, Scott Drury, and Simone Kriglstein. 2023. Press H to Help: The Impact of Prosocial Video Games on Prosocial Behaviors by Exposure Time. *In Foundations of Digital Games 2023 (FDG 2023)*, April 12–14, 2023, Lisbon, Portugal. ACM, New York, NY, USA, 10 pages. <https://doi.org/10.1145/3582437.3582459>
- Fraune MR, Komatsu T, Preusse HR, **Langlois DK**, Au RHY, Ling K, Suda S, Nakamura K and Tsui KM (2022) Socially facilitative robots for older adults

to alleviate social isolation: A participatory design workshop approach in the US and Japan. *Front. Psychol.* 13:904019. doi: 10.3389/fpsyg.2022.904019

- Ling, K. M., **Langlois, D.**, Preusse, H., Fraune, M., Tsui, K. M. (2022, March). Using Robots to Facilitate and Improve Social Interaction Between Humans: An Exploratory Qualitative Study with Adults 50+ in the US and Japan. *In Proceedings of the 2022 ACM/IEEE International Conference on Human-Robot Interaction*(pp. 885-889).
- Preuse, H., Igwe, G., Slette, T., **Langlois, D.**, Fraune, M. R., Fong, T. (March, 2020). I'm not in the mode to help: Interface design for robots operating at varying levels of autonomy. *Extended abstract published in the 2020 International Conference on Human-Robot Interaction Late-Breaking Reports.*

POSTER PRESENTATIONS

- Van Hooshier, D., Rios, C., Alvarez, A., **Langlois, D.**, Fraune, M. R. (November, 2020). Are you there human? It's me, robot: Listening to robots when making decisions in groups. *Poster presented at NMSU's Research and Creativity Week.* *First place for Best Poster Award (Acted as primary mentor for undergraduate RAs who put this poster together)
- Igwe, G., Preusse, H., **Langlois, D.**, Amancio, A., Sletten, T., Fraune, M. R. (November, 2019). Improving human-robot interaction efficiency during robot mode-swaps. *Poster presented at the Research and Creative Arts Symposium, New Mexico State University.*
- Brown, B., Chen, A., Castro, B., **Langlois, D.**, Preusse, H., Fraune, M. R. (November, 2019). Uniform threat: Entitative robot groups and human threat perception. *Poster presented at the Research and Creative Arts Symposium, New Mexico State University.*
- Drury, S., **Langlois, D.** (April, 2019) Effects of Prosocial Video Games on Prosocial Behaviors. *Poster presented at the Southwestern Psychological Association research conference.*
- Firdausya, N., **Langlois, D.**, Savoy, S. (April, 2016) Cognitive Emotion Regulation and Daily Hassles. *Poster presented at the Southwestern Psychological Association research conference.*