Curriculum Vitae

Dr April Tyack
Aalto University, Espoo, Finland
(+358) 403 756 921
april.tyack@aalto.fi

Education

Doctor of Philosophy: 2016-2019	QUT, Brisbane, Australia
Bachelor of Information Technology (Honours): 2015	QUT, Brisbane, Australia
Bachelor of Info. Tech./Bachelor of Mathematics: 2010-2014	QUT, Brisbane, Australia

Awards

QUT Excellence Top-Up Scholarship (2016)

Australian Postgraduate Award (2016)

Dean's List Award - Semester 2 - Science and Engineering (2015)

School of Electrical Engineering and Computer Science Honours Scholarship (2015)

Research Publications (Refereed)

Tyack, A., & Mekler, E. (In press). Off-Peak: An Examination of Ordinary Player Experience. In *Proceedings of the 2021 CHI Conference on Human Factors in Computing Systems (CHI '21)*, May 8-13, Online Virtual Conference (originally Yokohama, Japan).

Vornhagen, J., Tyack, A., & Mekler, E. (2020). Statistical Significance Testing at CHI PLAY: Challenges and Opportunities for More Transparency. In *Proceedings of the Annual Symposium on Computer-Human Interaction in Play (CHI PLAY '20)*, November 2-4, Virtual Event. Best Paper award (top 1%).

Tyack, A., & Mekler, E. (2020). Self-Determination Theory in HCI Games Research: Current Uses and Open Questions. In *Proceedings of the 2020 CHI Conference on Human Factors in Computing Systems (CHI '20)*, April 25-30, Honolulu, Hawaii. Honourable Mention award (top 5%).

Tyack, A., Wyeth, P., & Johnson, D. (2020). Restorative Play: Videogames Improve Player Wellbeing After a Need-Frustrating Event. In *Proceedings of the 2020 CHI Conference on Human Factors in Computing Systems (CHI '20)*, April 25-30, Honolulu, Hawaii.

Tyack, A., Wyeth, P., & Klarkowski, M. (2018). Video Game Selection Procedures For Experimental Research. In *Proceedings of the 2018 CHI Conference on Human Factors in Computing Systems (CHI '18)*, April 21-26, Montreal, Canada.

Wyeth, P., Hall, J., Carter, M., Tyack, A., & Altizer, R. (2018). New Research Perspectives on Game Design and Development Education. In *Proceedings of the 2018 Annual Symposium on Computer-Human Interaction in Play Companion Extended Abstracts*, October 28-31, Melbourne, Australia.

Tyack, A., & Wyeth, P. (2017). Exploring Relatedness in Single-Player Video Game Play. In *Proceedings of the 29th Australian Conference on Computer-Human Interaction (OzCHI '17)*, November 28-December 1, Brisbane, Australia.

Tyack, A., & Wyeth, P. (2017). Adapting Epic Theatre Principles for the Design of Games for Learning. In *Proceedings of DiGRA 2017*, July 2-6, Melbourne, Australia.

Tyack, A., Wyeth, P., & Johnson, D. (2016). The Appeal of MOBA Games: What Makes People Start, Stay, and Stop. In *Proceedings of the 2016 Annual Symposium on Computer-Human Interaction in Play (CHI Play '16)*, October 16-19, Austin, USA.

Conference Presentations (Refereed)

Tyack, A. (2019). Splendid Isolation: Optimistic Relations Towards Virtual Experience. Presented at *DiGRA Australia 2019*, February 12-13, Sydney, Australia.

Tyack, A., & Wyeth, P. (2016). Reflective Experiences in Videogame Play. Presented at *DiGRA Australia 2016*, November 17-18, Melbourne, Australia.

External Service

Vice President, Digital Games Research Association Australia (DiGRAA) – 2018-present

Associate Chair, CHI Conference on Human Factors in Computing Systems – 2021

Co-organiser, DiGRA Australia 2020 National Conference

Working with Dr Brendan Keogh (DiGRA Australia President), we secured $3,000 from the Digital Media Research Centre (DMRC) and School of Computer Science at QUT to fund the national conference. Leading up to the conference, I contributed reviews and managed the budget to provide suitable catering options for all attendees.

Co-organiser, Global Game Jam (Brisbane site) – 2019-2020
Collaborated with Dr Jane Turner to secure sponsorship from local venues and the QUT School of Computer Science, commissioned promotional materials from a QUT graduate, and coordinated the event on-site.

Associate Chair (Works-in-Progress), CHI Play – 2018-2019

Reviewer, IEEE Transactions of Games – 2020

Reviewer, CHI Play – 2020

Reviewer, CHI Conference on Human Factors in Computing Systems – 2020

Reviewer, Digital Games Research Conference (DiGRA) – 2017, 2019

Reviewer, Australian Conference on Human-Computer Interaction (OzCHI) – 2018-2019

Reviewer, GamiFIN – 2019-2020

Reviewer, International Journal of Human-Computer Studies (IJHCS) – 2018

Reviewer, Simulation & Gaming – 2018

Internal Service

Advisor, QUT Game Development Club – 2018-2019

GRIDLab reading group coordinator – 2018-2019

GRIDLab HDR meeting secretary – 2017-2018

Employment

Contributing Editor (2020-present)

I contribute a quarterly column about the Australian games industry to Metro Magazine.

Unit Coordinator (April-July 2019)

IGB100 – Studio 1: Mini-Game Development (April-July 2019)
I shared unit coordination duties and created unit materials (slide decks, worksheets, assessment) with Dr Jane Turner.

Tutor (2016-2019)

IGB200 – Studio 2: Applied Game Development (2017-2019)

DXB304 – Interactive Narrative Design (2019)

IGB100 – Studio 1: Mini-Game Development (2017-2019)

IFN691 – Gamification and Persuasive Computing (2016-2017)

IGB180 – Computer Game Studies (2016)

Senior Research Assistant (2019)

Virtual humanitarianism project – In this multi-disciplinary project, which involves scholars from Communication Studies and Law, I contributed a literature review spanning applied games, persuasive design, and interactivity. I have also recorded footage from games developed to raise awareness about humanitarian issues.

Research Assistant (2016-2019)

Contribution to a government report on the Victorian digital game industry (2019) – In this project, led by Dr Brendan Keogh, I worked primarily as a copyeditor on the report as a whole. I also coded interview transcripts and collated information on the national game development industry as needed.

Contribution to a Centre of Excellence application (2018) – I worked with Prof Peta Wyeth to enforce a consistent style across 37 documents listing significant research outputs (Section F7), as provided by researchers in varied fields.

IT Capstone documentation (2018) – I consulted with Assoc Prof Jim Hogan to produce materials for the IT Capstone program that clarified differences between projects regarded as professional practice (e.g., user testing of everyday software), and those involving research (which required separate ethical approval).

Ethics variation forms (2018) – I worked with Assoc Prof Jim Hogan to revise existing ethics forms to reflect project details (e.g., using Amazon MTurk for data collection).

Systematic review of gamification literature (2016) – I worked with Prof Daniel Johnson to code over 300 publications on applications of individual game elements.

Videogame Credits

Testing and Feedback

Ian MacLarty. (2018). Dissembler [Android]. Melbourne, Australia.

L. T. Demos. (2018). Symposium of Grief [PC]. Melbourne, Australia. Nominated for Excellence in Narrative and the Student Game Award at Freeplay 2019.

Academic Referees

Asst Prof Elisa Mekler
Aalto University, Espoo, Finland
elisa.mekler@aalto.fi

Prof Peta Wyeth
Queensland University of Technology (QUT), Brisbane, Australia
peta.wyeth@qut.edu.au

Prof Daniel Johnson
Queensland University of Technology (QUT), Brisbane, Australia
dm.johnson@qut.edu.au