Lauren Fell

Queensland University of Technology

l3.fell@qut.edu.au

laurenfell.com.au

Academic Positions held

Queensland University of Technology

Associate Lecturer — 2018 – Present

- Teaching Decision Science in the Masters of IT
- Sitting on the Health, Safety and Environment Committee
- Assisting the Academic Lead of Development and Diversity

Queensland University of Technology

Research Assistant – Quantum Cognition — 2014 – 2018

- Creating and refining experimental protocols
- Constructing and conducting online crowdsourced experiments
- Quantitative analysis
- Collaborating on publications relating to the research
- Communicating research findings to an international audience

Queensland University of Technology

Research Assistant – Human Computer Interaction — 2015 – 2017

- Establishing a research plan and methodology
- Conducting specialised participant interviews with individuals with intellectual and cognitive disabilities
- Transcribing and analysing qualitative data from interviews
- Collaborating on publications relating to the research
- Communicating research findings

Other relevant positions held

AccessHQ

Customer Insights Consultant — 2015 – 2019

- Managing usability projects
- Liaising with industry clients
- Conducting and analysing usability and accessibility testing
- Reporting results to a wide range of stakeholders

Awards and Recognition

Queensland University of Technology

Finalist – Science and Engineering Faculty Staff Awards — 2016

Nominated for Best Authentic Assessment for deep contribution to the framework and execution of authentic assessment practice, connecting student learning outcomes with the needs of industry and the community.

NASA Centre of Excellence for Collaborative Innovation

Winner of multiple awards 2017 – Present

I have won multiple awards through NASA's Centre of Excellence for Collaborative Innovation. In addition, I have been featured on NASA's website for the solutions I have developed: https://www.nasa.gov/solver-spotlight-lauren-fell/. The following details the awards I have won for creative solutions to some of NASA's challenges:

- First place for a storyboard for a short video about NASA's REALM project. (Later turned into a video and distributed to inform the public about the project)
- Second place for a design of a folding radiation shield deployable in space. (Submission purchased by NASA for use and further development)
- Second place for the design of a course to train engineers to deploy the ION (Interplanetary Overlay Network). (Submission purchased by NASA for use and further development)
- Third place for the design of a regolith collector. (Submission purchased by NASA for use and further development)

Innocentive

First place – Trust in Autonomous Response in High Consequence Environments 2019

I was awarded USD15000 for my proposed design of a dashboard to facilitate trusted, shared decision making between human and machine.

Brisbane City Council

Winner of the Lord Mayor's Budding Entrepreneur Award 2016

Designing a game platform to digitise the diagnosis of Autism Spectrum Disorder

Volunteering

- Brisbane – Support Group Creator and Facilitator 2014-16
- Galapagos, Ecuador – Reforestation Project 2012
- Andes, Ecuador – Community Projects 2012
- Patagonia, Argentina – Palaeontology Dig 2012
- Cape St Francis, South Africa – Community Projects 2012
- Hoedspruit, South Africa – Wildlife Rehabilitation 2012

Education

University of Western Sydney

Bachelor of Arts – Psychology 2008

- Distinction averages across all Psychology subjects
- Top mark in over 150 students in a major assignment
- Scored within the top 3% in 1st year core psychology course

Macquarie University

Bachelor of Arts – Psychology 2009 - 2012

- Participation in volunteer research positions

Honours (BA Psych) 2013

- Writing human ethics applications
- Completing course work alongside writing a thesis
- Conducting lab experiments with over 100 participants
- Presenting findings and conclusions

Queensland University of Technology

Doctor of Philosophy

2019 – Present

- Developing and conducting experimental protocols
- Participating in collaborative research with colleagues
- Theory development
- Writing for an academic audience

Publications

Journal Articles

Dehdashti, S., **Fell, L.**, Karim Obeid, A., Moreira, C., & Bruza, P. (2020). Bistable probabilities: a unified framework for studying rationality and irrationality in classical and quantum games. *Proceedings of the Royal Society A*, *476*(2237), 20190839.

Dehdashti, S., **Fell, L.**, & Bruza, P. (2020). On the irrationality of being in two minds. *Entropy*, *22*(2), 174.

Moreira, C., **Fell, L**., Dehdashti, S., Bruza, P., & Wichert, A. (2020). Towards a quantum-like cognitive architecture for decision-making. *Behavioral and Brain Sciences*, *43*.

Conferences

Uprety, S., Tiwari, P., Dehdashti, S., **Fell, L.**, Song, D., Bruza, P., & Melucci, M. (2020, April). Quantum-like structure in multidimensional relevance judgements. In *European Conference on Information Retrieval* (pp. 728-742). Springer, Cham.

Fell, L., Gibson, A., Bruza, P., & Hoyte, P. (2020, March). Human Information Interaction and the Cognitive Predicting Theory of Trust. In *Proceedings of the 2020 Conference on Human Information Interaction and Retrieval* (pp. 145-152).

Sitbon, L., Favre, B., Brereton, M., Koplick, S., & **Fell, L.** (2020, March). Engaging the Abilities of Participants with Intellectual Disability in IIR Research. In *Proceedings of the 2020 Conference on Human Information Interaction and Retrieval* (pp. 103-112).

Sitbon, L., Brown, R., & **Fell, L.** (2019, October). Turning heads: Designing engaging immersive video experiences to support people with intellectual disability when learning everyday living skills. In *The 21st International ACM SIGACCESS Conference on Computers and Accessibility* (pp. 171-182).

Uprety, S., Dehdashti, S., **Fell, L.**, Bruza, P., & Song, D. (2019, September). Modelling dynamic interactions between relevance dimensions. In *Proceedings of the 2019 ACM SIGIR International Conference on Theory of Information Retrieval* (pp. 35-42).

Uprety, S., Dehdashti, S., **Fell, L.**, Bruza, P., & Song, D. (2019, September). Modelling dynamic interactions between relevance dimensions. In *Proceedings of the 2019 ACM SIGIR International Conference on Theory of Information Retrieval* (pp. 35-42).

Fell, L., Dehdashti, S., Bruza, P., & Pinto Moreira, C. (2019, July). An experimental protocol to derive and validate a quantum model of decision-making. In *Proceedings of the 41st Annual Meeting of the Cognitive Science Society (CogSci 2019):* (pp. 1724-1730). Cognitive Science Society.

Bruza, P. D., & **Fell, L**. (2018, September). Are decisions of image trustworthiness contextual? A pilot study. In *International Symposium on Quantum Interaction* (pp. 39-50). Springer, Cham.

Sitbon, L., Brown, R., **Fell, L.**, Koplick, S., & Beaumont, C. (2017). Immersive digital experiences to ease people with intellectual disability into new physical spaces. In *Digital Outreach: Designing Technologies for Diversity, Participation and Social Inclusion [Workshop at OZCHI 2017]*, 2017-11-28 - 2017-11-28.

Brown, R., Sitbon, L., **Fell, L.**, Koplick, S., Beaumont, C., & Brereton, M. (2016) Design insights into embedding virtual reality content into life skills training for people with intellectual disability. In Parker, C (Ed.) *Proceedings of the 28th Australian Computer-Human Interaction Conference (OzCHI 2016).* Association for Computing Machinery, United States of America, pp. 581-585.

Sitbon, L., **Fell, L.,** Poxon, D., Zhang, J., & Geva, S. (2014, November). Towards universal search design. In *Proceedings of the 2014 Australasian Document Computing Symposium* (pp. 109-112).