

# Peter Gyory

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## ***Research Interests***

Embodied Interaction, Game Design, Serious Games,  
Tangible Interfaces

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## ***Education***

*Rochester Institute of Technology*

BS Game Design & Development  
Fall 2012 - Spring 2016

*University of Colorado Boulder*

MS Creative Technology & Design  
Fall 2017 - Spring 2019

*University of Colorado Boulder*

PhD Creative Technology & Design  
Fall 2019 - Present

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## ***Research Projects***

*Tinycade: DIY Cardboard Arcades*

Advised By: Ellen Do, Amy Banic  
Spring 2021 - Present

Lead a team of undergraduate research assistants in design and developing the Tinycade platform and multiple games for it.

*DIY Data Physicalizations for Children*

Advised By: Ellen Do, Danielle Szafrir  
Summer 2020 - Present

Applied AR marker techniques to paper structures designed to teach children about information visualizations.

*HOTSWAP*

Advised By: Ellen Do, Daniel Leithinger  
Fall 2018 - Fall 2019

Developed an Alt Controller game in JavaScript for using the Mechamagnets interface design technique

*AR Drum Circle*

Advised By: Ellen Do, Amy Banic  
Fall 2019 - Fall 2020

Lead development of an Augmented Reality collaborative drumming application in partnership with Ericsson Research.

## **Teaching Experience**

### *Introduction to Virtual Reality*

Role: Instructor

Fall 2019

Developed a curriculum and taught a course on designing and developing VR applications with Unity.

### *Studio: Alternative Arcade Interfaces*

Role: Instructor

Spring 2019

Developed a curriculum and taught a studio course on creating Alternative Controller games with electronics prototyping tools.

### *Computational Foundations 1*

Role: Teaching Assistant

Spring 2020

Lead recitations and graded coursework for students in an introductory level programming course

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## **Work Experience**

### *Junior Interactive Developer*

Company: Junior Interactive Developer

Summer 2016 - Summer 2017

Developed interactive websites and applications for various clients.

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## **Publications**

**Gyory, P.**, Zheng, C., Leithinger, D., & Do, E. Y. L. (2019, June). HOT SWAP: Probing Embodied Game Interfaces With Reconfigurable Controllers. In *Companion Publication of the 2019 on Designing Interactive Systems Conference 2019 Companion* (pp. 183-187).

Zheng, C., **Gyory, P.**, & Do, E. Y. L. (2020, July). Tangible interfaces with printed paper markers. In *Proceedings of the 2020 ACM Designing Interactive Systems Conference* (pp. 909-923).

Bae, S., Yang, R., **Gyory, P.**, Uhr, J., Szafir, D. A., & Do, E. Y. L. (2021, June). Touching Information with DIY Paper Charts & AR Markers. In *Interaction Design and Children* (pp. 433-438).

Bhaduri, S., **Gyory, P.**, & Sumner, T. (2021). 3ARVisualizer: Debugging 3D Models using Augmented Reality. *arXiv preprint arXiv:2105.10783*.

Powell, D., **Gyory, P.**, Roque, R., & Bruns, A. (2018, June). The telling board: an interactive storyboarding tool for children. In *Proceedings of the 17th ACM Conference on Interaction Design and Children* (pp. 575-580).

Sandra Bae, Ruhan Yang, **Peter Gyory**, Julia Uhr, Danielle Albers Szafir, and Ellen Yi-Luen Do. 2021. Touching Information with DIY Paper Charts & AR Markers. In *Interaction Design and Children (IDC '21)*. Association for Computing Machinery, New York, NY, USA, 433–438. <https://doi.org/10.1145/3459990.3465191>