

# Ethan Osborne

*Ph.D. Student, Computational Media, UC Santa Cruz*

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## RESEARCH INTERESTS

Human-Computer Interaction; Mental Health; VR; Serious Games

## EDUCATION

**UC Santa Cruz**, Santa Cruz, CA

Ph.D. in Computational Media

Expected May 2025

**SUNY Oswego**, Oswego, NY

M.A. in Human-Computer Interaction

May 2019

**Nazareth College**, Rochester, NY

B.A. in Psychology

May 2017

## PEER REVIEWED PUBLICATIONS

### *Journal Articles and Conference Papers*

1.) Yildirim C., **Osborne E.** (2020) Text Entry in Virtual Reality: A Comparison of 2D and 3D Keyboard Layouts. In: Stephanidis C., Chen J.Y.C., Fragomeni G. (eds) HCI International 2020 – Late Breaking Papers: Virtual and Augmented Reality. HCII 2020. Lecture Notes in Computer Science, vol 12428. Springer, Cham.

[https://doi.org/10.1007/978-3-030-59990-4\\_33](https://doi.org/10.1007/978-3-030-59990-4_33)

2.) D. Hufnagel, **E. Osborne**, T. Johnson and C. Yildirim, "The Impact of Controller Type on Video Game User Experience in Virtual Reality," 2019 IEEE Games, Entertainment, Media Conference (GEM), New Haven, CT, USA, 2019, pp. 1-9, doi: 10.1109/GEM.2019.8811543.

3.) M. Carroll, **E. Osborne** and C. Yildirim, "Effects of VR Gaming and Game Genre on Player Experience," 2019 IEEE Games, Entertainment, Media Conference (GEM), New Haven, CT, USA, 2019, pp. 1-6, doi: 10.1109/GEM.2019.8811554.

## RESEARCH POSITIONS

Graduate Student Researcher

Fall 2020

*Spellcasters*

## TEACHING EXPERIENCE

Guest Lecture CMPM 80A Accessible Games

Winter 2021

*Computational Media 80A Lecture 9: The Mind*

Guest Lecture CMPM 80A Accessible Games

Winter 2021

*Computational Media 80A Lecture 15: Qualitative Methods*

## **TECHNICAL SKILLS**

### **Languages/Engines**

C#, JavaScript, Unity, Unreal

### **UX Methodologies**

User Centered Design, Wireframing, Prototyping, Survey Design, Statistical Analysis, Persona Creation, Web Development, Usability Testing, Recruiting