

Gabriele Cimolino, PhD




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Experience

- 2022 – 2023  **Lecturer.** School of Computing, Queen's University.
Fall 2023 – Game Development (CISC 486)
Winter 2023 – Game Design (CISC 226)
Fall 2022 – Game Development (CISC 486)
- 2021  **Teaching Assistant.** School of Computing, Queen's University.
Fall 2021 – Deep Learning (CISC 867)
Winter 2021 – Deep Learning (CISC 867)
- 2019 – 2023  **PhD Researcher.** EQUIS Lab, School of Computing, Queen's University.
Supervised by T.C. Nicholas Graham

Education

- 2019 – 2023  **Doctor of Philosophy, Queen's University.** Computing.
Thesis title: *Improving the Accessibility of Digital Games Using Partial Automation*
- 2015 – 2019  **Bachelor of Computing (H), Queen's University.** Computer Science Specialization.
Dean's Honour List: 2017-2019
- 2011 – 2015  **Bachelor of Arts (H), Queen's University.** Major in Classical Studies.

Certifications

- 2020  **Research and Education in Accessibility, Design, and Innovation (READi) Level 3.**
NSERC CREATE program—Carleton University, University of Ottawa, and Queen's University

Research Publications

Journal Articles

- 1 **Cimolino, G.,** Askari, S., & Graham, T. N. (2021b). The Role of Partial Automation in Increasing the Accessibility of Digital Games. *Proceedings of the ACM on Human-Computer Interaction*, 5(CHI PLAY), 266:1–266:30. [doi:10.1145/3474693](https://doi.org/10.1145/3474693)
- 2 Cardenas, A., Warner, D., Switzer, L., Graham, T. N., **Cimolino, G.,** & Fehlings, D. (2021). Inpatient Exergames for Children with Cerebral Palsy following Lower Extremity Orthopedic Surgery: A Feasibility Study. *Developmental Neurorehabilitation*, 24(4), 230–236. Publisher: Taylor & Francis _eprint: <https://doi.org/10.1080/17518423.2020.1858359>. [doi:10.1080/17518423.2020.1858359](https://doi.org/10.1080/17518423.2020.1858359)

Conference Proceedings

- 1 **Cimolino, G.,** Chen, R., Gutwin, C., & Graham, T. N. (2023). Automation confusion: A grounded theory of non-gamers' confusion in partially automated action games. In *Proceedings of the 2023 chi conference on human factors in computing systems*. [doi:10.1145/3544548.3581116](https://doi.org/10.1145/3544548.3581116)

- 2 **Cimolino, G.,** Graham, T. N., Levin, L., Wales, M., & Wheeler, M. (2022). You Should Have Stayed Home: How to Captivate an Audience in VR Theatre. In *Extended Abstracts of the 2022 Annual Symposium on Computer-Human Interaction in Play* (pp. 333–338). [doi:10.1145/3505270.3558383](https://doi.org/10.1145/3505270.3558383)
- 3 **Cimolino, G.,** & Graham, T. N. (2022). Two Heads Are Better Than One: A Dimension Space for Unifying Human and Artificial Intelligence in Shared Control. In *Proceedings of the 2022 CHI Conference on Human Factors in Computing Systems* (pp. 1–21). [doi:10.1145/3491102.3517610](https://doi.org/10.1145/3491102.3517610)
- 4 Phinnemore, R., **Cimolino, G.,** Sarkar, P., Etemad, A., & Graham, T. N. (2021). Happy Driver: Investigating the Effect of Mood on Preferred Style of Driving in Self-Driving Cars. In *Proceedings of the 9th International Conference on Human-Agent Interaction* (pp. 139–147). [doi:10.1145/3472307.3484169](https://doi.org/10.1145/3472307.3484169)
- 5 **Cimolino, G.,** Askari, S., & Graham, T. N. (2021a). Beyond Fun: Players' Experiences of Accessible Rehabilitation Gaming for Spinal Cord Injury. In *The 23rd International ACM SIGACCESS Conference on Computers and Accessibility* (pp. 1–13). [doi:10.1145/3441852.3471227](https://doi.org/10.1145/3441852.3471227)
- 6 **Cimolino, G.,** Lee, S., Petraroia, Q., & Graham, T. N. (2019a). Oui, Chef!: Supervised Learning for Novel Gameplay with Believable AI. In *Extended Abstracts of the Annual Symposium on Computer-Human Interaction in Play Companion Extended Abstracts* (pp. 241–246). [doi:10.1145/3341215.3358247](https://doi.org/10.1145/3341215.3358247)




Workshops

- 1 Villareale, J., **Cimolino, G.,** & Gomme, D. (2023). Playing with Dezgo: Adapting Human-AI Interaction to the Context of Play. In *Proceedings of the 18th International Conference on the Foundations of Digital Games* (pp. 1–5). [doi:10.1145/3582437.3587198](https://doi.org/10.1145/3582437.3587198)
- 2 **Cimolino, G.,** Gutwin, C., & Graham, T. N. (2022). Impact of Awareness Cues on Trust in Human-AI Shared Control. In *TRAIT: Workshop on Trust and Reliance in AI-Human Teams*, New Orleans, LA, USA. Retrieved from https://chi-trait.github.io/papers/CHI_TRAIT_2022_Paper_29.pdf
- 3 **Cimolino, G.,** Askari, S., & Graham, T. N. (2019). The Use of Automation to Personalize an Exergame for People with Spinal Cord Injury. In *Disability Interactions in Digital Games*, Barcelona, Spain. Retrieved from <https://cdn.disabilityinnovation.com/uploads/documents/Gabriele-Cimolino-Disability-Interactions-in-Digital-Games4.pdf?v=1574097586>






Posters

- 1 **Cimolino, G.,** & Rivest, F. (2019). Deep Time-adaptive Drift-diffusion Model. In *Theory and Practice of Natural Computing*, Kingston, ON, Canada. Retrieved from https://drive.google.com/drive/folders/1Si2VGy0zq3V5k_Tf6grkc0ZK48VYhuqL?usp=sharing
- 2 **Cimolino, G.,** Lee, S., Petraroia, Q., & Graham, T. N. (2019b). Oui, Chef!: Supervised Learning for Novel Gameplay with Believable AI. In *Proceedings of the 45th Graphics Interface Conference on Proceedings of Graphics Interface 2019*, Waterloo, CAN: Association for Computing Machinery.

Awards

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| 2022 |  The Queen Elizabeth II Graduate Scholarship in Science and Technology (QEII-GSST). |
| 2021 |  The Queen Elizabeth II Graduate Scholarship in Science and Technology (QEII-GSST). |
| 2020 |  The Queen Elizabeth II Graduate Scholarship in Science and Technology (QEII-GSST). |

Service

- 2022 – 2023  **CHI PLAY '23**. Video Chair.
- 2021 – 2022  **CHI PLAY '22**. Video Chair.
- 2019  **Queen's School of Computing**. Appointments Committee Graduate Representative.
- 2019 – 2023  **Spinal Cord Injury Ontario**. Peer Connections Volunteer.
- 2020 – 2023  **ACM Transactions on Accessible Computing (TACCESS)**. Reviewer.
ACM SIGACCESS Conference on Computers and Accessibility (ASSETS '21). Reviewer.
ACM CHI Conference on Human Factors in Computing Systems (CHI '23). Reviewer.
ACM CHI Conference on Human Factors in Computing Systems (CHI '22). Reviewer.
ACM CHI Conference on Human Factors in Computing Systems (CHI '21). Reviewer.
Annual Symposium on Computer-Human Interaction in Play (CHI PLAY '23). Reviewer.
Annual Symposium on Computer-Human Interaction in Play (CHI PLAY '22). Reviewer.
Annual Symposium on Computer-Human Interaction in Play (CHI PLAY '21). Reviewer.
Annual Symposium on Computer-Human Interaction in Play (CHI PLAY '20). Reviewer.
ACM SIGCHI Conference on Designing Interactive Systems (DIS '21). Reviewer.
ACM SIGCHI Conference on Designing Interactive Systems (DIS '20). Reviewer.
Nordic Conference on Human-Computer Interaction (NordiCHI '20). Reviewer.