JESSICA IP

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RESEARCH INTERESTS

My research interests lie in human-computer interaction, information visualization, perceptual processing, and human-centered technology.

EDUCATION

University of British Columbia

Vancouver, Canada

B.A. in Cognitive Systems: Cognition and the Brain

09/2015 - 05/2020

Thesis: An Interactive Haptic Device Visualization Tool for Device Creators and Repurposers. Grade: A

Advisor: Prof. Karon E. MacLean

B.Sc. in Computer Science and Statistics

RESEARCH AND WORK EXPERIENCE

Visual Cognition Lab, University of British Columbia

Vancouver, Canada 09/2016 – Present

Project Leader and Research Assistant with Prof. Ronald A. Rensink.

Investigating the human perception of correlation in data visualizations (e.g., strip plots)

with applied research methods from psychophysics.

Topics: Information Visualization, Perceptual Processing, Psychophysics, Vision Science

Sensory Perception and Interaction Research Group, University of British Columbia

Vancouver, Canada 01/2018 – Present

Research Assistant with Prof. Karon E. MacLean and Dr. Hasti Seifi.

Conducted a qualitative study on the design workflows of novice and expert haptic device creators and application designers. This work resulted in a CHI '19 publication. In 01/2019, I was awarded an NSERC USRA to co-lead a crowdsourcing study on Haptipedia.

Topics: Human-Computer Interaction, Qualitative Thematic Analysis, Haptics

Laboratory for Computational Intelligence, University of British Columbia

Vancouver, Canada

Research Assistant with Prof. Giuseppe Carenini and Emily Hindalong.

Designed a usability test for the ValueCharts web application and integrated instructions into the web application to guide a user through the workflow.

Topics: Web-based Interactive Visualizations, Decision-Making

09/2017 - 04/2018

Emerging Media Lab, University of British Columbia

Academic Assistant with Saeed Dyanatkar.

Vancouver, Canada 11/2017 – 04/2018

Created and facilitated Virtual Reality and Brain-Computer Interface demos and workshops. *Technology:* Virtual Reality (HTC ViveTM), Brain-Computer Interface (MuseTM Headband), Google Cardboard, WebVR, Unity3D, Blender

TEACHING EXPERIENCE

University of British Columbia

Vancouver, Canada

Undergraduate Teaching Assistant - COGS 303: Research in Cognitive Systems.

09/2018 - 12/2018

Graded all written work, including final critique papers for 39 undergraduate students.

Hosted weekly office hours and exam review sessions.

PEER-REVIEWED PUBLICATIONS

[1] Seifi, H., Fazlollahi, F., Oppermann, M., Sastrillo, J. A., Ip, J., Agrawal, A., Park, G., Kuchenbecker, K. J., MacLean, K. E. Haptipedia: Accelerating Haptic Device Discovery to Support Interaction & Engineering Design. In Proceedings of the ACM SIGCHI Conference on Human Factors in Computing Systems (CHI), Glasgon, Scotland, May 2019.

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NON-REFEREED PUBLICATIONS

[1] Seifi, H., Ip, J., Agrawal, A., Kuchenbecker, K.J., MacLean, K.E. 2019. Toward Expert-sourcing of a Haptic Device Repository. In Proceedings of ACM Conference (CHI'19). ACM, Glasgow, Scotland, England, 4 pages.

PRESENTATIONS AND POSTERS

[2] Ip, J., Pertels, Y., Chai, W., Thongprasert, S. Image Transitions: Visual Search in the Dynamic World. Presented at the Psychology Undergraduate Research Conference, April 2017.

[1] "Image Transitions: Visual Search in the Dynamic World." Multidisciplinary Undergraduate Research Conference. Vancouver, Canada, March 28, 2017.

AWARDS

Undergraduate Student Research Award, NSERC

2019