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
Project Leader and Research Assistant with Prof. Ronald A. Rensink. — 09/2016 – Present
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
Research Assistant with Prof. Karon E. MacLean and Dr. Hasti Seifi. — 01/2018 – Present
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. — 09/2017 – 04/2018
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

Emerging Media Lab, University of British Columbia — Vancouver, Canada
Academic Assistant with Saeed Dyanatkar. — 11/2017 – 04/2018
Created and facilitated Virtual Reality and Brain-Computer Interface demos and workshops.
Technology: Virtual Reality (HTC Vive™), Brain-Computer Interface (Muse™ 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), Glasgow, Scotland, May 2019.*

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