

## Marjorie Ann M. Cuervo

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### RESEARCH INTERESTS

Human-Computer Interaction; Games UX Research; eXtended Reality (VR/AR/MR); Collaboration.

### EDUCATION

*Ph.D. Computational Media*

December 2020 – t.b.d.

University of California, Santa Cruz

Jack Baskin School of Engineering, Santa Cruz, CA

*M.S. Human-Computer Interaction*

August 2020

DePaul University

College of Computing and Digital Media, Chicago, IL,

*B.A. Digital Media Studies*

May 2017

University of Rochester

College of Arts, Science, and Engineering, Rochester, NY, USA

### RESEARCH POSITIONS

*Game User Experience / Junior Specialist*

Oct 2020 – Present

Alternative Learning Technologies (ALT) & Games Lab, (Remote) UC Santa Cruz, CA

- Working on two projects: death in games and embodied/tangible space collaboration.
- Developed a platformer game in Unity to use for research study.
- Adapted and conducted surveys to evaluate player traits and experience of enjoyment and flow.
- Preparing study data for analysis and publication.

*Research Intern*

Mar 2019 – Sep 2020

Alternative Learning Technologies (ALT) & Games Lab, (Remote) UC Santa Cruz, CA

- Performed qualitative methods and analysis to create a taxonomy for death and rebirth/respawning in platformer games.
- Co-authored a short paper and a book chapter.

*Graduate Research Assistant*

May 2019 - Present

Learning & Human-Centered Computing (LHCC) Group, DePaul University, Chicago, IL

- Worked on two projects: collaborative learning and child-computer interaction.
- Compiled literature and led discussions on computer-supported collaborative learning.
- Moderated lab sessions for a modified System Usability Scale with children aged 7-11.
- Conducted group qualitative analysis on data.
- Co-authored a short paper.

*Research Intern*

Jan 2016 – May 2016

Aalborg University, CREATE Department, Copenhagen, DK

- Assisted with a literature review on art in hospitals.

## PUBLICATIONS

- Edward F. Melcer and **Marjorie Ann M. Cuervo**. (2020). "Death & Rebirth in Platformer Games". In *Game User Experience and Player-Centered Design*. Springer.
- **Marjorie Ann Cuervo** and Edward Melcer. "'I'll Be Back': A Taxonomy of Death and Rebirth in Platformer Video Games". In Extended Abstracts of the 2020 CHI Conference on Human Factors in Computing Systems. CHI '20, Honolulu, HI, USA. ACM.
- Cynthia Putnam, Melisa Puthenmadom, **Marjorie Ann Cuervo**, Wanshu Wang, and Nathan Paul. (2020) "Adaptation of the System Usability Scale for User Testing with Children". In Extended Abstracts of the 2020 CHI Conference on Human Factors in Computing Systems. CHI '20, Honolulu, HI, USA. ACM.

## REVIEW ACTIVITIES

- Journal of Games, Self, & Society (Vol. 2, Issue 1)
- CHI Conference on Human Factors in Computing Systems (2020, 2021)

## SKILLS

- User Experience Research
  - Usability Testing
  - Playtesting
  - Heuristic Evaluation
  - Interviews
  - Surveys
- Design
  - Wireframing and Prototyping
  - Adobe XD, Axure, Invision
- Coding and Analysis
  - HTML, CSS
  - JavaScript
  - C# + Unity
  - Python
  - R, SQL, SPSS

## FUNDING

**Gates Millennium Scholars Program** Graduate Fellowship

## PROFESSIONAL AFFILIATIONS

Member of Association for Computing Machinery (ACM)

2020 – Current