Nouran Sadek

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🌐 https://nouransadek.github.io/

Education

Nov 2023 – Present

🔖 **PhD in Human-Computer Interaction**
Exertion Games Lab, Monash University, Australia
Thesis title: *Understanding the Design of Cognitive-Physical Training Systems for Sports in Extended Reality (XR)*

Feb 2021 – Feb 2023

🔖 **MSc in Computer Science and Engineering**
German University in Cairo (GUC)
Excellent with High Honors
Thesis title: *The Superhero Pose: Using Avatars to Exploit the Proteus Effect and Enhance Performance in Virtual Reality..*
Published from thesis: 🔗 NordiCHI2022, Full Paper   ▶ Video Demo

Oct 2015 – July 2020

🔖 **BSc in Computer Science and Engineering**
German University in Cairo (GUC)
Excellent with Honors
Thesis title: *Give-Me-A-Hand: The Effect of Partner's Gender on Collaboration Quality in Virtual Reality.*
Published from thesis: 🔗 CHI2021, LBW   ▶ Presentation Video

Research Publications

Conference Proceedings

1 **N.Sadek**, P. Elagroudy, A. Khalil, and S. Abdennadher, "The superhero pose: Enhancing physical performance in exergames by embodying celebrity avatars in virtual reality," in *Nordic Human-Computer Interaction Conference*, ser. NordiCHI '22, Aarhus, Denmark: Association for Computing Machinery, 2022, ISBN: 9781450396998. 🔗 DOI: 10.1145/3546155.3546707.

2 A. Yassien, E. B. Makled, P. Elagroudy, **N.Sadek**, and S. Abdennadher, "Give-me-a-hand: The effect of partner's gender on collaboration quality in virtual reality," in *Extended Abstracts of the 2021 CHI Conference on Human Factors in Computing Systems*, ser. CHI EA '21, Yokohama, Japan: Association for Computing Machinery, 2021, ISBN: 9781450380959. 🔗 DOI: 10.1145/3411763.3451601.

Experience

Jan 2024 – Dec 2024

🔖 **Final Year Project Co-Supervisor,** Exertion Games Lab, Monash University, Australia
Supervised an undergraduate project on XR-based football kicking for physical skill development
Guided technical implementation in Unity3D, experimental methodology, and research framing
Co-supervised with Dr. Don Samitha Elvitigala

Experience (continued)

Sep 2020 – Sep 2022 **Teaching and Research Assistant,** German University in Cairo, Egypt
● Game Development (Unity 3D): Taught 4 classes (19-25 students each), created assignments and project specifications for endless runner, narrative-driven, and Apex Legends and The Legend of Zelda: Breath of the Wild inspired games
● Software Engineering (MERN Stack): Taught 4 classes, guided web development process, supported implementation of a classroom reservation system
● Advanced Databases: Taught 6 classes, explained database optimization techniques, evaluated assessments
● Contributed to HCI research team working on VR applications

Bachelor Thesis Co-Supervisor, German University in Cairo, Egypt
Supervised multiple undergraduate theses on Social VR, Sports Training in VR, and Interactive Storytelling in VR
Provided support in technical implementation and experimental design
Co-supervised with Prof. Slim Abdennadher

Jun 2018 – Aug 2018 **Game Development Intern,** Explore Agora, Cairo, Egypt
Contributed to an educational AR Android application for STEM learning
Implemented features using Unity3D, ARCore, and Vuforia

Feb 2017 – Apr 2019 **Junior Teaching Assistant,** German University in Cairo, Egypt
Provided technical support and conceptual guidance to first and second-year engineering students
Assisted with programming courses: Python, Java, Data Structures, PROLOG, and Haskell

Awards and Achievements

2023 **Scholarship Award**, Monash Graduate Scholarship, Monash University.

2020 **Graduate Tuition Waiver**, Granted full exemption from M.Sc. tuition through Teaching & Research Assistantship, German University in Cairo (GUC).