

Rina Renee Wehbe

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Profile

- Strong interest and experience in research
- A self directed individual who works well in diversified environments
- Hard working and dedicated
- Strong leadership and communication skills
- Creative

Professional Qualifications

- Computer Scientist with a background in psychology specializing in Human Computer Interaction (HCI)
- Strong in both qualitative (e.g. interviews, observations) and quantitative (e.g. metrics, physiological measures) research.
- Skills include creating research design, conducting literature reviews, ethical considerations, and documentation.
- Core skill set includes collecting, preparing, and analyzing data using statistics.
- Specializes in physiological sensors including heart rate monitor, skin conductance sensors, eye tracking and electroencephalography (EEG)

Education

2015- present

University of Waterloo

Waterloo, ON

Cheriton School of Computer Science, Faculty of Mathematics

Ph.D. Computer Science

2012-2014

University of Ontario Institute of Technology

Oshawa, ON

Faculty of Business and I.T.

M.Sc. Computer Science

2007 - 2011

York University

North York, ON

Faculty of Health

Honours BSc. Psychology

Publications

Wehbe, R. R., Meckler, E., Schaekermann, M., Lank, E., & Nacke, L. E., (2017). Testing Incremental Difficulty Design in Platformer Games. Conditionally Accepted Note In Proc. CHI'17.

Wehbe, R. R., Watson, D., Tondello, G., & Nacke, L. E. (2016). ABOVE WATER: Extending the Play Space for Health. In *Proceedings of the 2016 ACM on*

Interactive Surfaces and Spaces (ISS '16). ACM, New York, NY, USA, 497-499.
DOI: <http://dx.doi.org/10.1145/2992154.2996882>

- Tondello, G. F., Wehbe, R. R.*, Stahlke, S. N., Leo, A., Koroluk, R., & Nacke, L. E., (2016). CHI PLAYGUE: A Mobile Conference Networking Game. In Proceedings of the 2016 ACM on Interactive Surfaces and Spaces (ISS '16). ACM, New York, NY, USA, 449-452. DOI: <http://dx.doi.org/10.1145/2992154.2996870>
- Wehbe, R. R., Watson, D., Tondello, G., Ganaba, M., Stocco, M., & Nacke, L. E. (2016). ABOVE WATER: A Game for Anxiety Management. *Proc. CHI PLAY'16*.
- Tondello, G., Wehbe, R. R., Busch, M., Diamond, L., Marczewski, A., & Nacke, L. E. (2016). The Gamification User Types Hexad Scale. *Proc. CHI PLAY'16*.
- Toups, Z., Crenshaw, N., Wehbe, R. R., Tondello, G., & Nacke, L. E. (2016). "The Collecting Itself Feels Good": Towards Collection Interfaces for Digital Game Objects. *Proc. CHI PLAY'16*.
- Vaddi, D., Toups, Z., Dolgov, I., Wehbe, R. R., & Nacke, L. E., (2016). Investigating the Impact of Cooperative Communication Mechanics on Player Performance in Portal 2. *Proc. GI'16*.
- Wehbe, R. R. (2016). Tackling User Research Challenges within the Finance Industry. In *Proc. CHI '16 Case Studies* (pp. 796–803). <http://doi.org/10.1145/2851581.2851611>
- Wehbe R. R. & Nacke, L. E., Qualitative Approaches for Lightweight Games User Research. In *Proc. CHI'16 Workshop: Lightweight Games User Research for Indies and Non-Profit Organizations*
- Kamaleswaran, R., Wehbe, R. R., Edward Pugh, J., Nacke, L., McGregor, C., & James, A. (2015). Collaborative multi-touch clinical handover system for the neonatal intensive care unit. *Electronic Journal of Health Informatics*, 9(1).
- Wehbe, R. R., & Nacke, L. E., (2015). Towards Understanding the Importance of Co-located Gameplay. In *Proceedings of CHI PLAY'15 Works -in-Progress*. doi:<http://dx.doi.org/10.1145/2793107.2810312>
- Tondello, G. F., Wehbe, R. R., Toups, Z. O., Nacke, L. E., & Crenshaw, N. K., (2015). Understanding Player Attitudes Towards Digital Game Objects. In *Proceedings of CHI PLAY'15 Works -in-Progress*. doi:<http://dx.doi.org/10.1145/2793107.2810292>
- Vaddi, D., Wehbe, R. R., Toups, Z. O., Stahlke, S. N., Koroluk, R., & Nacke, L. E., (2015). Validating Test Chambers to Study Cooperative Communication Mechanics in Portal 2. In *Proceedings of CHI PLAY'15 Works -in-Progress*. doi: <http://dx.doi.org/10.1145/2793107.2810302>
- Tondello, G. F., Wehbe, R. R., Stahlke, S. N., Leo, A., Koroluk, R., & Nacke, L. E., (2015). CHI PLAYGUE: A Network Game of Emergent Sociality. In *Proceedings*

of CHI PLAY'15 Student Game Design Competition. doi:
<http://dx.doi.org/10.1145/2793107.2810265>

- Wehbe R. R., & Nacke, L. E. (2015). Data Synchronization in Games User Research. *CHI PLAY'15 Games User Research Tool Design Jam Workshop*.
- Wehbe, R. R. (2014). Understanding difficulty, your brain and challenge. In *Proceedings of the first ACM SIGCHI annual symposium on Computer-human interaction in play - CHI PLAY '14* (pp. 303–306). Toronto, Canada. doi:10.1145/2658537.2659014
- Wehbe, R. R. (2014). *Evaluating Social and Cognitive Effects of Video Games using Electroencephalography*. University of Ontario Institute of Technology (UOIT). Dissertation. <http://hdl.handle.net/10155/460>
- Wehbe, R. R., Zerebecki, C., Khattak, S., Hogue, A., & Nacke, L. E. (2014). User Research for 3D Display Settings with EEG Frontal Alpha Asymmetry. In *Proceedings of CHI'14 GUR Workshop* (pp. 1–4). Toronto, Canada.
- Wehbe, R. R., Robb, J., Clarke, J., Costa, J., & Nacke, L. E. (2014). Design Guidelines for Gamifying Reading Applications. In *IEEE GEM' 14*. Toronto, Canada: IEEE Computer Society Press.
- Wehbe, R. R. & Nacke, L. E. (2013). An Introduction to EEG Analysis Techniques and Brain Computer Interfaces for Games User Researchers. In *Proc. of DIGRA '13*.
- Costa, J. P., Wehbe, R. R., Robb, J., & Nacke, L. E. (2013). Time's up. In *Proceedings of the First International Conference on Gameful Design, Research, and Applications - Gamification '13* (pp. 26–33). doi:10.1145/2583008.2583012
- Wehbe, R., Kappen, D., Rojas, D., Klauser, M., Kapralos, B., & Nacke, L. E. (2013). EEG-based assessment of video and in-game learning. *Proc. CHI'13 Extended Abstracts*. doi:10.1145/2468356.2468474
- Kappen, D. L., Gregory, J., Stepchenko, D., Wehbe, R. R., & Nacke, L. E. (2013). Exploring social interaction in co-located multiplayer games. *CHI '13 Extended Abstracts on Human Factors in Computing Systems on - CHI EA '13*, 1119. doi:10.1145/2468356.2468556
- Wehbe, R. R., and Nacke, L.E. (2013). Games User Research using EEG Techniques. *Proc. CHI'13 Workshop on Game User Research: Practice, Methods and Applications*.

Employment History:

Sept 2016 – present Instructional Assistant (IA)
CS 115: Induction to Computer Science

April 2016 – Aug 2016 Research Assistance (RA)

Sept 2015 -April 2016 Teaching Assistant (TA) and Instructional Assistant (IA)
CS 115: Induction to Computer Science

Jan 2015 -April 2015 Teaching Assistant
Game Design and Production II

July 2014 - Sept 2014 Bloomberg L.P., New York City
User Experience Researcher, Paid Internship

Jan 2014 – April 2014 Teaching Assistant
Human Computer Interaction for Games

Sept 2013 – Dec 2013 Sessional Lecturer
Second year university course Game Design and Production I

Sept 2012 – April 2013 Teaching Assistant
Game Design at University Institute of Technology (UOIT) for Game Design and Production I and Human Computer Interaction for Games

Nov 2011- Sept 2012 Instructor Therapist – Connecting Stars
In home therapy sessions using IBI programs for helping children with autism. Including running sessions, graphing and participation in clinical meetings.

**Sept 2009- April 2010 Center for Vision Research
York University
Researcher Assistant**
Responsible for data collection, Monitoring Head mounted Eye Tracker (Eye Link), and also assisted in the EEG lab

Conference Volunteer Work

ISS 2016, Niagara, ON, CAN	Local Arrangements Co-Chair
ISS 2016, Niagara, ON, CAN	Session Chair
Graphics Interface, Victoria, BC, CAN	Session Chair
CHI 2016, San Jose, CA, USA	Student Volunteer
CHIPlay 2015. London, U.K.	Student Volunteer
Gamification 2014, Stratford, ON, CA.	Student Volunteer

Other Volunteering, Internship & Lab Work Experience:

Interactive Surfaces and Spaces Conference <i>Nov 15 – Nov 16</i>	Local Arrangements Co-Chair
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IGDA UW <i>Oct 15 - present</i>	President & Founding Member
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First Person Scholar Publication <i>Oct 2015 - present</i>	Web Manager Updating the website & weekly posts
Interaxon <i>June 11-Sept 2012</i>	Contributed to literature review for ADHD/ADD, EEG, BCI and neurofeedback, brain storming for game development, and ethics proposal.
Bebko Lab <i>August 10- March 11</i>	Assisted in database compilation and data entry.
UPSA – Collective Member <i>February 10 – April 10</i>	Held Office Hours, Handled Cash Box, Sales Associate and Marketing Merchandise
UPSA – Tutor <i>January 10 – April 10</i>	Tutor Statistics for PSYC 2020 and 2021 <i>Including basic statistic concepts, sigma notation, Z scores, linear regression, independent and dependent t-tests, and hypothesis testing</i>
Volunteer- MEHRI EEG <i>September 09- September 11</i>	Preparation of Lab/ Assisted in Collect Data/ Interact with Children with Autism <i>Responsibilities Include:</i> Interacting with children and families, Working with children with ASD, Gathering data, Looking for artefacts (pieces of unusable EEG data), Cleaning EEG nets, Checking for 60Hz interference, Wetting the electrodes, Setting up the computers, Preparing the testing room, Entering data and backing up data.
Volunteer <i>January 07 - June 07</i>	Tutored a child with ADHD <i>Applicable Subjects: English, Math, and Science</i>

Awards

- NSERC PSG-D Scholarship [2015-2018]
- Provost Doctoral Entrance Award for Women [2015]
- Mathematics Graduate Experience Award [2015]
- Math Domestic Graduate Student Award [2015]
- Graduate Research Assistantship, UW [2015]
- Ontario Graduate Scholarship (OGS) [2015-2016]
- Best Presentation Health and Community Track [UOIT Graduate Research Conference, 2015]
- Dean's Graduate Scholarship, UOIT [2014-2015]

- Graphics, Animation and New Media (GRAND) Scholar *[2014-2015]*
- Ontario Graduate Scholarship (OGS) *[2014-2015]*
- Graduate Research Assistantship, UOIT *[2012-2014, 2015]*
- Completed an Undergraduate Thesis on Autism and Cortical Connectivity, Honourable Mention at Thesis Conference Poster Presentation York University *[Top Five 2011]*
- York University Renewable Entrance Scholarship *[Award 2007]*
- York University Undergraduate Entrance Award *[Bursary 2007]*