



12/28/2007

HCI ♦ Design ♦ Games ♦ Social Informatics ♦ Learning

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EDUCATION

Indiana University School of Informatics

MS Human-Computer Interaction Design, May 2008

Capstone: "An approach to Serious Game Design" (proposed title)

Brigham Young University

BA Philosophy, 2002

AWARDS (SELECTED)

- ❖ \$50,000 New Media Evaluation Grant, Lumina Foundation for Education, 2007-2008
- ❖ Winner, Games4Health Student Storyboard Competition 2007
- ❖ Finalist, CHI Student Design Competition 2007

TEACHING EXPERIENCE

BYU Dept of Linguistics | Teaching Assistant

Fall 200 - Spring 2001

Taught, graded, held office hours, and mentored students.

RESEARCH INTERESTS

My area of interest lies at the intersection of HCI, Design, Social Informatics, Learning/Education Game Design, and Game Studies (aka Ludology). Please see my [portfolio page](#) for further details on my research.

PUBLICATIONS

Foong, P.S., Diaz, V., Houssian, A., Huse, A., Jamsri, P. Eventstream: Integrated Transit Information System. CHI '07 Extended Abstracts on Human Factors in Computing Systems (San Jose, California, April 30 - May 3, 2007).

Bardzell, J., Jakobsson, M., Bardzell, S., Pace, T., Odom, W., Houssian, A., and Henry, M. (2007). Virtual worlds and fraud: Approaching cybersecurity in massively multiplayer online games. DIGRA 2007. Tokyo, Japan.

Several publications under review for publication in 2008

SERVICE (SELECTED)

- ❖ Graduate Informatics Student Association Executive Committee,

- At-large Member, 2007-present
- ❖ Graduate Program Committee, Member, 2007-present
- ❖ Strategic Graduate Program Committee, Member, 2007
- ❖ Assistant Scoutmaster, Troop 107, 2006-2007
- ❖ Missionary, Church of Jesus Christ of Latter-Day Saints, Europe, 1993-1995

PROFESSIONAL EXPERIENCE (SELECTED)

Independent | **Trader**

1999 - 2006

Traded in equities, options, and futures markets using technical analysis and state-of-the-art data visualization and execution software.

Everfill.com | **Business Development**

2000 - 2001

Early investor in the company and general business development including market research and competitive analysis. Regular interactions with C-level executives. Gained understanding of venture capital process.

LifeRun Inc. | **COO, Minority Owner**

1997 - 2000

Expanded retail business from 1 to 7 locations and took sales to over \$2MM per annum. Created employee handbook and corporate reporting and tracking system and software. Responsible for all hiring, training, and firing of personnel.

SKILLS

Technical/Creative/Design: Photoshop, Illustrator, Dreamweaver, Flash, InDesign, CSS, XHTML, RSS, MS Office 97-07, Windows OS (except Vista), Mac OSX.

Languages: English-Native, French-developed conversational & reading, German-basic reading, Italian-basic conversation and reading, Spanish-developed reading and basic speaking.

ASSOCIATIONS

ACM SIGCHI, UPA, IxDA, NASAGA, Iota Nu Phi