

Danielle Langlois

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RESEARCH INTERESTS

- Human Computer Interaction
- Video games
- Esports
- Group dynamics
- Personality and Social Influences on beliefs/behavior

EDUCATION

[Currently Enrolled] Ph.D. in Computer Science

Masaryk University
2022 - ongoing

Master of Arts in Psychology

Stephen F. Austin State University
2015 - 2017

Bachelors of Art in Psychology

University of Texas at Arlington
2010 - 2015

RELEVANT SKILLS

- Teaching/public speaking
- Survey and experimental software: Qualtrics, Inquisit, Limesurvey
- Statistical Packages: SPSS, SAS
- Experience with course management software: Desire2Learn, Canvas, and Blackboard
- Some experience with other software: Python and R

HONORS & AWARDS

2020-2021 - Agency: Toyota Research Institute, Robots to increase human-human social support for independent-living elderly

2019 - Agency: NSF Grant IIS-1849591, Funding award: Computer-Human Systems (CHS): Examining and applying robot sociality to enhance intergroup human-robot interaction

2019 - Agency: National Aeronautics and Space Administration (NASA) Training Grant NNX15AL51H, New Mexico Space Grant Consortium (NMSGC) Research Initiation Grant (RIG). Funding award: Improving human-robot interaction efficiency during robot mode-swaps to support

RESEARCH EXPERIENCE

Graduate Researcher - Faculty of Informatics, Masaryk University 2022- ongoing
• Human Computer Interaction Lab lead by Dr. Simone Kriglestein

• Responsibilities: Writing/organizing materials, Study Design, Data Collection and Analysis

Graduate Researcher - Department of Psychology, New Mexico State University
2019-2021

• Human Robot Interaction Lab lead by Dr. Marlena Fraune

• Responsibilities: Writing/organizing materials, Study Design, Data Collection and Analysis, and Mentoring undergraduate RAs

Graduate Researcher - Department of Psychology, Stephen F. Austin State University
2016-2017

• Thesis: Effects of Prosocial Video Games on Resulting Prosocial Behaviors under the supervision of Dr. Scott Drury

• Responsibilities: Writing/organizing materials, Study Design, and Data Collection and Analysis

Research Assistant - Department of Psychology, Stephen F. Austin State University
2015-2016

• Principle Investigator: Dr. Sarah Savoy

• Responsibilities: Contributions to Study Design, Presented poster on findings at a conference

Research Assistant - Department of Psychology, University of Texas at Arlington
2014-2015

• Principle Investigator: Personality Lab lead by Dr. William Ickes and Cognitive Lab Lead by Dr. Daniel Levine

• Responsibilities: Coding, Literature Review, Data Collection

TEACHING

Lecturer/Tutor

Spring 2022- ongoing

• Faculty of Informatics, Masaryk University

• Classes: English Language Courses, Games User Research Lab, Human-Computer Interaction

Teaching Assistant (Primary Instructor)

2020- 2021

• Department of Psychology, New Mexico State University

• Classes: Social Psychology and Research Methods

Pool Faculty Member (Primary Instructor)

2017-2019

• Department of Psychology and Philosophy, Sam Houston State University

• Psychology classes: Learning, Developmental, Research Methods, and Personality

Supplementary Study Session Leader

2016-2017

• Department of Psychology, Stephen F. Austin State University

Guest Lecturer (6 lectures)

2015-2017

• Department of Psychology, Stephen F. Austin State University

• Psychology Classes: General Psychology and Abnormal

PUBLICATIONS

- **Danielle Langlois** and Simone Kriglestein. 2023. Do you have time for a survey? Challenges and Lessons Learned from the Recruitment Process for an Online Survey. *In Extended Abstracts of the 2023 CHI Conference on Human Factors in Computing Systems (CHI EA '23)*, April 23–28, 2023, Hamburg, Germany. ACM, New York, NY, USA, 5 pages. <https://doi.org/10.1145/3544549.3573865>

safety, sustainability, and success of space missions.

2016/2017 - Graduate Assistantship, Stephen F. Austin State University

CERTIFICATIONS

- Collaborative Institutional Training Initiative (CITI), New Mexico State University (2019). Training for ethical human research.
- Question, Persuade, and Refer (QPR), Stephen F. Austin State University (2016). Training which aids an individual in responding to suicide threat.
- **Danielle Langlois**, Scott Drury, and Simone Kriglstein. 2023. Press H to Help: The Impact of Prosocial Video Games on Prosocial Behaviors by Exposure Time. *In Foundations of Digital Games 2023 (FDG 2023)*, April 12–14, 2023, Lisbon, Portugal. ACM, New York, NY, USA, 10 pages. <https://doi.org/10.1145/3582437.3582459>
- Fraune MR, Komatsu T, Preusse HR, **Langlois DK**, Au RHY, Ling K, Suda S, Nakamura K and Tsui KM (2022) Socially facilitative robots for older adults to alleviate social isolation: A participatory design workshop approach in the US and Japan. *Front. Psychol.* 13:904019. doi: 10.3389/fpsyg.2022.904019
- Fraune, M. R., **Langlois, D.**, Au, R. H., Preusse, H., Rheman, M., Ling, K., Tsui, K. M. With Age Comes Technology Wisdom: Across Cultures, the Effect of Affinity for Technology on Group Cohesion and Mental Health During Social Isolation Depends on Age. Available at SSRN 4049530.
- Ling, K. M., **Langlois, D.**, Preusse, H., Fraune, M., Tsui, K. M. (2022, March). Using Robots to Facilitate and Improve Social Interaction Between Humans: An Exploratory Qualitative Study with Adults 50+ in the US and Japan. *In Proceedings of the 2022 ACM/IEEE International Conference on Human-Robot Interaction*(pp. 885-889).
- Preuse, H., Igwe, G., Slette, T., **Langlois, D.**, Fraune, M. R., Fong, T. (March, 2020). I'm not in the mode to help: Interface design for robots operating at varying levels of autonomy. *Extended abstract published in the 2020 International Conference on Human-Robot Interaction Late-Breaking Reports.*

POSTER PRESENTATIONS

- Van Hooshier, D., Rios, C., Alvarez, A., **Langlois, D.**, Fraune, M. R. (November, 2020). Are you there human? It's me, robot: Listening to robots when making decisions in groups. *Poster presented at NMSU's Research and Creativity Week.* *First place for Best Poster Award (Acted as primary mentor for undergraduate RAs who put this poster together)
- Igwe, G., Preusse, H., **Langlois, D.**, Amancio, A., Sletten, T., Fraune, M. R. (November, 2019). Improving human-robot interaction efficiency during robot mode-swaps. *Poster presented at the Research and Creative Arts Symposium, New Mexico State University.*
- Brown, B., Chen, A., Castro, B., **Langlois, D.**, Preusse, H., Fraune, M. R. (November, 2019). Uniform threat: Entitative robot groups and human threat perception. *Poster presented at the Research and Creative Arts Symposium, New Mexico State University.*
- Drury, S., **Langlois, D.** (April, 2019) Effects of Prosocial Video Games on Prosocial Behaviors. *Poster presented at the Southwestern Psychological Association research conference.*
- Firdausya, N., **Langlois, D.**, Savoy, S. (April, 2016) Cognitive Emotion Regulation and Daily Hassles. *Poster presented at the Southwestern Psychological Association research conference.*