

# Alexandra Teixeira Riggs

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## EDUCATION

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**PhD, Digital Media**, Georgia Institute of Technology, ATLANTA, GA  
(2021 - present)

**MFA, Digital Arts and New Media**, University of California, Santa Cruz, SANTA CRUZ, CA  
(2013 - 2015)

**BFA, Fine Arts, Minor in Information Science**, Cornell University - ITHACA, NY  
(2009 - 2013)

## ACADEMIC PUBLICATIONS

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### Refereed Journal Articles

**Alexandra Teixeira Riggs**. 2024. For queer lovers and friends: an exploration of queer connection by design in the Lex Mobile App. *Feminist Media Studies* (June 2024), 1-19. <https://doi.org/10.1080/14680777.2024.2372463>

### Refereed Conference Publications

**Alexandra Teixeira Riggs**, Rachel Donley, Terra-Mae Gasque, Noura Howell, and Anne Sullivan. 2024 "Red [Redacted] Theatre: Queering Puzzle-Based Tangible Interaction Design." ACM DIS '24. <https://doi.org/10.1145/3643834.3660759>

**Alexandra Teixeira Riggs**, Sylvia Janicki, Noura Howell, and Anne Sullivan. 2024 "Designing an Archive of Feelings: Queering Tangible Interaction with Button Portraits." ACM CHI '24. <https://doi.org/10.1145/3613904.3642312>.

**Alexandra Teixeira Riggs**. 2024. "Queer Archival Design in Tangible Embodied Interactive Experiences." ACM TEI '24. <https://doi.org/10.1145/3623509.3634896>.

Janicki, Sylvia, **Alexandra Teixeira Riggs**, Noura Howell, Anne Sullivan, and Abigale Stangl. 2024. "Queering / Crippling Technologies of Productivity." ACM alt.CHI'24. <https://doi.org/10.1145/3613905.3644067>.

Janicki, Sylvia, **Alexandra Teixeira Riggs**, Noura Howell, Anne Sullivan, and Nassim Parvin. 2024. "Sensing Bodies: Engaging Postcolonial Histories through More-than-Human Interactions." ACM TEI '24. <https://doi.org/10.1145/3623509.3633389>.

**Alexandra Teixeira Riggs**, Noura Howell, and Anne Sullivan. 2022. "Button Portraits: Embodying Queer History with Interactive Wearable Artifacts." Springer Interactive Storytelling '22. [https://doi.org/10.1007/978-3-031-22298-6\\_2](https://doi.org/10.1007/978-3-031-22298-6_2).

### Posters, Demos, and Workshop Publications

**Alexandra Teixeira Riggs**. 2014. "It Had To Be With You." Artwork Exhibition In *Computer Art & Design for All : Proceedings of the 4th Computer Art Congress : 1-3 September 2014 - School of Fine Arts/UFRJ, Rio de Janeiro, Brazil*.

## TEACHING AND RESEARCH EXPERIENCE

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**Graduate Research Assistant, *Craft & Community Building***, Georgia Tech, ATLANTA, GA, (2023 - 2024)

Conducting research with local, Atlanta-based fiber arts communities on the intersections between craft, material process, and technology, to establish cross-disciplinary collaborations.

**Instructor of Record, *Introduction to Media Studies***, Georgia Tech, ATLANTA, GA, (2022 - 2023)

Serving as the instructor of record for an undergraduate level course on Media Studies. The course asks students to analyze media technologies according to their design, social context, and cultural impact, using foundational historical and contemporary approaches.

**Graduate Teaching Assistant, *Interaction Design***, Georgia Tech, ATLANTA, GA, (2021 - 2023)

Leading an interaction design lab section, conducting student portfolio review sessions, giving feedback on work, and discussing industry careers in Interaction and UX Design.

**Graduate Research Assistant, *Code Crafters***, Georgia Tech, ATLANTA, GA, (2021 - 2022)

Conducting research and designing software for Code Crafters, a project that examines the intersection of craft and computation in quilting communities.

**Instructor, *COSMOS Program***, SANTA CRUZ, CA, (2015)

Building lesson plans and teaching game design to gifted high school students.

**Graduate Teaching Assistant, *Video Games as Visual Culture***, SANTA CRUZ, CA, (2015)

Lecturing about video games studies and assisting with student work.

**Graduate Teaching Assistant, *Nude in Western Art***, SANTA CRUZ, CA, (2015)

Assisting with history of visual art lectures and assessing student writing.

**Graduate Teaching Assistant, *Intro to Issues in Digital Media***, SANTA CRUZ, CA, (2014)

Teaching project-based CSS/HTML, lecturing on foundational issues in digital media.

**Graduate Teaching Assistant, *History of Modern Architecture***, SANTA CRUZ, CA, (2014)

Assisting with written student work and history of architecture lectures.

**Graduate Teaching Assistant, *History & Theory of Electronic Music***, SANTA CRUZ, CA, (2013)

Assisting with and assessing student work, exams and papers.

## INDUSTRY EXPERIENCE

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### **Experience Director (Contract), *Toyota Global*, TOKYO, JAPAN, (2024)**

Directing product strategy and designing vision concepts for Arene OS: Toyota's Software Defined Vehicle Operating System.

### **Experience Director (Contract), *Fantasy Interactive*, NEW YORK, NY, (2022)**

Directing research, product strategy and experience concepting for a design visioning project.

### **Experience Lead, *Fantasy Interactive*, NEW YORK, NY, (2019 - 2021)**

Leading UX design and managing client relationships for digital accounts. Directing strategy, research, and design phases for digital products and ecosystems.

### **Senior Experience Designer, *Fantasy Interactive*, NEW YORK, NY, (2018 - 2019)**

Crafting experiences, delivering strategic insights, and leading workshops for a variety of digital accounts and products.

### **UX Designer, *Code and Theory*, NEW YORK, NY, (2015 - 2018)**

Designing and developing strategies for digital products, conducting user research, mapping information architecture and taxonomy, and rapid prototyping.

## PRESENTATIONS

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### **Designing Interactive Systems (DIS) Conference (July 2024)**

Paper Presentation, "Red [Redacted] Theatre: Queering Puzzle-Based Tangible Interaction Design."

### **Conference on Human Factors in Computing Systems (CHI) (May 2024)**

Virtual Paper Presentation, "Designing an Archive of Feelings: Queering Tangible Interaction with Button Portraits."

Virtual Paper Presentation, "Queering / Crippling Technologies of Productivity."

### **Northeast Human Computer Interaction (HCI) Conference (May 2024)**

Paper Presentation, "Designing an Archive of Feelings: Queering Tangible Interaction with Button Portraits."

### **Women's, Gender, and Sexuality Studies South Conference (March 2024)**

Panel Presentation, "Queer / Crip (Em)bodied Mapping."

### **Foley Scholars Award Presentation at Georgia Tech (GVU / IPaT Departments) (March 2024)**

GVU Brown Bag Lecture Series Research presentation, “Designing with Ephemera: Queering Tangible Interaction in Archival Experiences.”

**Tangible, Embedded and Embodied Interaction (TEI) Conference** (February 2024)

Graduate Student Consortium presentation, “Queering Tangible Interaction Design.”

**National Women’s Studies Association Conference** (October 2023)

Roundtable Discussion, “Stories from the Street: Representing Pasts and Futures of Atlanta’s Old Fourth Ward Through Digital and Tangible Craft.”

**Charis Books & More: Book Talk & Discussion** (June 2023)

Matchmaking in the Archive: 19 Conversations with the Dead and 3 Encounters with Ghosts— E.G. Crichton in Conversation with Alexandra Teixeira Riggs.

**Women’s, Gender, and Sexuality Studies South Conference** (March 2023)

Roundtable Discussion, “Embodied Histories: Crafting Interactive Narratives.”

**Ivan Allen College of Liberal Arts Graduate Student Research Conference** (January 2023)

Presentation, “Button Portraits: Embodying Queer History with Interactive Wearable Artifacts.”

**International Conference on Interactive Digital Storytelling** (December 2022)

Full Paper Presentation, “Button Portraits: Embodying Queer History with Interactive Wearable Artifacts.”

**Georgia Tech Alumni Association Gender Equality Exhibition Event** (November 2022)

Artist Talk, “Button Portraits: Embodying Queer History with Interactive Wearable Artifacts.”

**“Out in the Archives”: TRANSforming the Archives, Georgia State University** (October 2022)

Artist and researcher roundtable on working with the [Georgia Transgender Oral History Project](#), dedicated to documenting the lived experiences of trans and gender non-conforming people who live or have lived in Georgia.

**Guest Lecture, *Introduction to Computational Media*** (October 2022)

Invited guest lecture on careers in UX and Product Design for digital agencies.

**Southeastern Women’s Studies Association Conference** (March 2022)

Panel Presentation, “Dating Poetics: An exploration of Lex’s radical design and community.”

Roundtable Discussion, “Giving Love to Difference: Communities of Liberation in the South.”

**Guest Lecture, *NYU Media Audiences*** (September 2020)

Invited guest lecture on industry user research applications in product strategy and UX design.

**MFA Thesis Presentation, *We Arrived // Chegamos*** (May 2015)

Thesis presentation on the design and development of an interactive digital narrative that uses the structure and aesthetics of language learning software to speak to issues of cultural identity.

## EXHIBITIONS AND DEMOS

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### **Foundations of Digital Games Poster Showcase**, LISBON, PORTUGAL, (April 2023)

“Teaching Queer History through Puzzles in Red [Redacted] Theatre” poster exhibited with Rachel Donley, Terra Mae Gasque, and Anne Sullivan

### **Georgia Tech Digital Media Demo Day Exhibition**, ATLANTA, GA, (April 2023)

“Button Portraits: Embodying Queer History with Interactive Wearable Artifacts”

### **Georgia Tech GVU Center 30th Anniversary Exhibition**, ATLANTA, GA, (November 2022)

“Button Portraits: Embodying Queer History with Interactive Wearable Artifacts”

“Red [Redacted] Theatre,” immersive queer history puzzle environment with Rachel Donley, Terra Mae Gasque, and Anne Sullivan

### **Electronic Literature Organization Mentoring Exhibition**, COMO, ITALY, (May 2022)

“Friday, October 1st,” an interactive digital narrative that explores anxiety, isolation, and social media addiction, as part of the ELO Mentoring Exhibition at ELO 2022.

### **Gender Equality: Reimagining Our Future Through Art and Technology**, ATLANTA, GA, (March 2022)

“Button Portraits: Embodying Queer History with Interactive Wearable Artifacts” poster exhibition

### **Boston Festival of Independent Games**, BOSTON, MA, (Fall 2018, Fall 2020)

Curated a selection of independent digital games for the Boston FIG showcase.

### **Digital Arts Research Center, “New Alchemy” MFA Show**, SANTA CRUZ, CA, (Spring 2015)

“We Arrived // Chegamos” and “It Had to Be With You,” interactive digital narratives exhibited as part of the DANM MFA Show, at the Digital Arts Research Center, Santa Cruz, CA.

### **Digital Arts Research Center, “MFA Rejects Show,”** SANTA CRUZ, CA, (Fall 2015)

“Hey Buddy” and “Handle with Care,” an alternative physical game controller interface and accompanying digital game, exhibited at the Digital Arts Research Center, Santa Cruz, CA.

### **Computer Art Congress 4**, RIO DE JANEIRO, BRAZIL, (Fall 2014)

“It Had to Be With You” exhibited at Universidade Federal do Rio de Janeiro, Escola de Belas Artes, Rio de Janeiro, Brazil.

### **Different Games Arcade**, BROOKLYN, NY, (Spring 2014)

“It Had to Be With You” exhibited at the Different Games Arcade at the Different Games Conference, Brooklyn, NY.

### **Digital Arts Research Center, “Fall Open Studios,”** SANTA CRUZ, CA, (Fall 2013)

“Handle With Care,” a sculptural game controller interface, exhibited as part of the Open Studio Exhibition, at the Digital Arts Research Center, Santa Cruz, CA.

**Olive Tjaden Gallery, “Misplaced” BFA Show, ITHACA, NY, (Fall 2013)**

Exhibited a selection of digital sculptures as part of the Cornell BFA show, at the Olive Tjaden Gallery, Ithaca, NY.

**Olive Tjaden Gallery, “Make Week” Event, ITHACA, NY, (Spring 2012)**

Organized a week-long critical making event, culminating in an experimental digital art showcase, at the Olive Tjaden Gallery, Ithaca, NY.

**Tjaden Experimental Gallery, “Out of Place” Exhibition, ITHACA, NY, (Fall 2012)**

Exhibited an abstract animation piece as part of a two-person exhibition, at the Tjaden Experimental Gallery, Ithaca, NY.

## GRANTS AND AWARDS

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**Finalist for the Foley Scholars Award at Georgia Tech (GVU / IPaT Departments) (2023)**

**LGBTQIA Graduate Student Leadership Scholarship in Literature, Media, and Communication at Georgia Tech (2023)**

**Outstanding Graduate Teaching Assistant for Literature, Media, and Communication at Georgia Tech (2023)**

**Georgia Tech GVU Center 30th Anniversary Exhibition Grant (2022)**

**Florence French Fellowship Fund for Art (2015)**

**University of California Institute for Research in the Arts Mini-Grant (2013)**

**NSF Computational Sustainability Grant for Game Development, Group Award (2013)**

**Cornell Council for the Arts Grant (2012)**

**Albert Murray Memorial Undergraduate Scholarship (2012)**

## WORKSHOPS

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**Making Trouble: Techniques for Queering AI and Data Systems, DIS 2024 (July 2024)**

Position zine, “Designing with Ephemera: Queering Tangible Interaction in Archival Experiences.”

**Historicism in/as CSCW Method, CSCW 2023 (October 2023)**

Position paper, “Queer Historicism in Tangible Embodied Interactive Experiences.”

**Out in the Archives Workshop, Georgia State University and Georgia Tech (March 2023)**

Presented “Button Portraits: Embodying Queer History with Interactive Wearable Artifacts” along with archival materials from the Gender and Sexuality Collections at Georgia State University to a group of continuing education students from Georgia Institute of Technology.

**Out in the Archives Workshop, Georgia State University and Agnes Scott College** (October 2022)

Presented archival materials from the Gender and Sexuality Collections at Georgia State University to a group of undergraduate Agnes Scott College students, discussing Atlanta's queer history and queer archives scholarship.

**ACADEMIC SERVICE**

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**Peer Reviewer for Tangible, Embedded and Embodied Interaction Conference** (March 2025)

Reviewed two pictorials for the Tangible, Embedded and Embodied Interaction conference.

**Peer Reviewer for Foundations of Digital Games** (March 2024)

Reviewed one paper for the Foundations of Digital Games conference.

**Peer Reviewer for Designing Interactive Systems** (March 2024)

Reviewed two paper and two pictorials for the Designing Interactive Systems conference.

**Peer Reviewer for Science, Technology, and Human Values** (October 2023)

Reviewed a manuscript for the Science, Technology, and Human Values journal.

**Peer Reviewer for the International Conference on Interactive Digital Storytelling** (July 2023)

Reviewed for the International Conference on Interactive Digital Storytelling.

**CONFERENCES ATTENDED**

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**ACM DIS Designing Interactive Systems** (July 2024)

Full Paper Presentation

**ACM CHI Conference on Human Factors in Computing Systems** (May 2024)

Full Paper Presentation

**Women's, Gender, and Sexuality Studies South Conference** (March 2024)

Roundtable Presentation

**ACM Tangible, Embedded and Embodied Interaction Conference** (February 2024)

Graduate Student Consortium Presentation

**National Women's Studies Association Conference** (October 2023)

Roundtable Presentation

**ACM Computer Supported Cooperative Work** (October 2023)

Participated in the Historicism in/as CSCW Method Workshop

**Women's, Gender, and Sexuality Studies South Conference** (March 2023)

Roundtable Presentation

**International Conference on Interactive Digital Storytelling** (December 2022)

Full Paper Presentation

**ACM CHI Conference on Human Factors in Computing Systems** (May 2022)

Participated in the QTBIPOC Participatory Design Workshop

**Southeastern Women's Studies Association Conference** (March 2022)

Panel Presentation and Roundtable

**Lesbians Who Tech & Allies Conference** (Spring 2021, Fall 2019)

**Different Games Conference** (2014)

**Computer Art Congress 4** (2014)

## **MENTORSHIP AND PROFESSIONAL DEVELOPMENT**

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**Mentor for Hexagon Women in UX Mentorship Program** (2019)

Leading a mentorship course on UX fundamentals for women entering the field.

**Mentor for Cornell Information Science MPS Design Incubator** (2019)

Leading career mentorship sessions for aspiring designers in a graduate program.

**Facilitating Design Thinking Professional Development Workshop** (2019)

Completed a professional certification in facilitating design thinking workshops at Cooper Professional Education, Brooklyn, NY.

## **GRADUATE COURSES TAKEN**

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**Georgia Institute of Technology**

Computation and Repair in Design: Practices, People, Technologies

Historical Approaches to New Media

Independent Study in Interaction Design

Independent Study in Tangible Embodied Interaction

ProSeminar: Digital Media Studies

ProSeminar: Media Theory

Computer as an Expressive Medium

Discovery and Invention

Responsible Conduct of Research

Project Studio: Designing with Imagined Futures of Technology, Past and Present

Project Studio: Material Interaction Design

**University of California, Santa Cruz**

Professional Development in Digital Arts and New Media



Thesis Proposal  
Digital Arts and New Media Critique  
Dialogues & Questions in Digital Arts and New Media  
Expressive AI  
Collaborative Research Project Studio  
Intro to Program Arts  
Playable Media  
Project Design Studio  
Electronic Art-making  
Digital Arts and New Media: Recent Methods & Approaches

## **SKILLS**

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### **Product Design**

Figma, Sketch, InVision, Zeplin, Miro, Principle, Adobe Suite, Keynote

### **Programming**

HTML / CSS, Javascript, Python, Processing, Arduino, Twine, Touch Designer

### **Languages**

English, Portuguese

## **RESEARCH AREAS**

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**Design Research**

**Interaction Design**

**Queer HCI**

**Design Mentorship**

**Critical Making**

**Interactive Narrative**

**Critical Archives Scholarship**

**Queer Theory**

**Queer Media Studies**