

# 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.

### Refereed Conference Publications

Alexandra Teixeira Riggs, Matthew Mosher, Anne Sullivan, and Noura Howell. 2025 "[Queer Archival Un/Making as Tangible Information Activism](#)" Designing Interactive Systems (DIS).

Alexandra Teixeira Riggs, Sylvia Janicki, Tim Moesgen, Noura Howell, and Karen Anne Cochrane. 2025 "[Queer/Crip Body Mapping: Expressing Dynamic Bodily Experiences with Data](#)" Designing Interactive Systems (DIS).

Alexandra Teixeira Riggs, Michael Nitsche, Noura Howell. 2025. "[Mold Sounds: Queering Ecologies in Polyphonic Material Explorations](#)" Tangible Embedded and Embodied Interaction (TEI).

Alexandra Teixeira Riggs, Rachel Donley, Terra-Mae Gasque, Noura Howell, Anne Sullivan. 2024 "[Red \[Redacted\] Theatre: Queering Puzzle-Based Tangible Interaction Design](#)." Designing Interactive Systems (DIS).

Alexandra Teixeira Riggs, Sylvia Janicki, Noura Howell, and Anne Sullivan. 2024 "[Designing an Archive of Feelings: Queering Tangible Interaction with Button Portraits](#)." Conference on Human Factors in Computing Systems (CHI).

**Alexandra Teixeira Riggs.** 2024. "[Queer Archival Design in Tangible Embodied Interactive Experiences](#)." Tangible Embedded and Embodied Interaction (TEI).

Janicki, Sylvia, **Alexandra Teixeira Riggs**, Noura Howell, Anne Sullivan, and Abigale Stangl. 2024. "[Queering / Crippling Technologies of Productivity](#)." Conference on Human Factors in Computing Systems (alt.CHI).

Janicki, Sylvia, **Alexandra Teixeira Riggs**, Noura Howell, Anne Sullivan, and Nassim Parvin. 2024. "[Sensing Bodies: Engaging Postcolonial Histories through More-than-Human Interactions](#)." Tangible Embedded and Embodied Interaction (TEI).

**Alexandra Teixeira Riggs**, Noura Howell, and Anne Sullivan. 2022. "[Button Portraits: Embodying Queer History with Interactive Wearable Artifacts](#)." International Conference on Interactive Digital Storytelling (ICIDS).

### Workshop, Magazine, and Demo Publications

Fiona Bell; Karen Anne Cochrane; Alice C Haynes; Courtney N. Reed; **Alexandra Teixeira Riggs**; Marion Koelle; Laia Turmo Vidal; L. Vineetha Rallabandi. 2025. "[Sensory Data Dialogues: A Somaesthetic Exploration of Bordeaux through Five Senses](#)." Tangible Embedded and Embodied Interaction (TEI).

Michaelanne Thomas; David Ribes; Andrea Grover; Megh Marathe; **Alexandra Teixeira Riggs**; Firaz Peer; Pooja Upadhyay. 2024. "[Historical Friction: Pacing Ourselves in HCI](#)." Interactions, Volume 31, Issue 6.

**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 EXPERIENCE

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### **Introduction to Media Studies, Instructor of Record**, 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.

### **Interaction Design Principles, Graduate Teaching Assistant**, 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.

### **COSMOS Program, Instructor of Record**, SANTA CRUZ, CA, (2015)

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

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

Lecturing about video games studies and assisting with student work.

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

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

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

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

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

Assisting with written student work and history of architecture lectures.

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

Assisting with and assessing student work, exams and papers.

## RESEARCH EXPERIENCE

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**Emotion AI: Promises and Perils, Graduate Research Assistant, Georgia Tech, ATLANTA, GA, (2025 - )**

Running AI literacy workshops about the ethical and social challenges of Emotion AI (EAI), where participants prototype with EAI to imagine alternative futures.

**Women, Science, and Technology, Graduate Research Assistant, Georgia Tech, ATLANTA, GA, (2024 - )**

Supporting and mentoring the Women, Science and Technology undergraduate learning community; organizing guest lectures with prominent women in STEM fields.

**Craft & Community Building, Graduate Research Assistant, 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.

**Code Crafters, Graduate Research Assistant, 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.

## 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.

## GRANTS AND AWARDS

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**AIAI (Atlanta Interdisciplinary Artificial Intelligence Network) Seed Grant Award** (2024)

**Finalist for the Foley Scholars Award at Georgia Tech (GVU / IPaT Departments)** (2024)

**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)

## EXHIBITIONS AND DEMOS

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**"Queer Data Ecologies" at Public Art Futures Lab**, ATLANTA, GA, (April 2025)

Curated and developed work for the "Queer Data Ecologies" group show, supported by the Atlanta Interdisciplinary AI Network grant.

**"Teaching Queer History through Puzzles in Red [Redacted] Theatre" at Foundations of Digital Games Showcase**, LISBON, PORTUGAL, (April 2023)

**"Button Portraits: Embodying Queer History with Interactive Wearable Artifacts" at Georgia Tech Digital Media Demo Day Exhibition**, ATLANTA, GA, (April 2023)

**"Button Portraits" and "Red [Redacted] Theatre" at Georgia Tech GVU Center 30th Anniversary Exhibition**, ATLANTA, GA, (November 2022)

**“Friday, October 1st” interactive digital narrative exhibited at Electronic Literature Organization Mentoring Exhibition,** COMO, ITALY, (May 2022)

**Gender Equality: Reimagining Our Future Through Art and Technology group exhibition at the Kendeda Building,** ATLANTA, GA, (March 2022)

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

Curated a selection of independent digital games.

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

“We Arrived // Chegamos” and “It Had to Be With You,” interactive digital narratives exhibited.

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

“Hey Buddy” and “Handle with Care,” an alternative physical game controller interface and accompanying digital game exhibited.

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

“It Had to Be With You” interactive digital narrative exhibited.

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

“It Had to Be With You” interactive digital narrative exhibited.

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

“Handle With Care,” a sculptural game controller interface, exhibited.

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

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

Organized and curated a week-long critical making event, culminating in an experimental digital art showcase.

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

## PRESENTATIONS AND WORKSHOPS

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**12th Annual Atlanta Studies Symposium** (May 2025)

Panel on Teaching Atlanta and the Archives: “Generating Queer Histories: Prompting Critical Reflections on Generative AI in the Archives.”

**Thinking Critically About Code: A Community Workshop Series sponsored by AIAI** (April 2025)

Panel on Representing the Past: “Queer Archival Un/Making: Prompting Critical Reflections on Archives and Algorithmic Mediation,” sponsored by the Atlanta Interdisciplinary AI Network.

**Tangible, Embedded and Embodied Interaction (TEI) Conference** (March 2025)

Pictorial Presentation, “Mold Sounds: Queering Ecologies in Polyphonic Material Explorations.”

**Digital Media Lecture Series** (February 2025)

Research presentation entitled, "Designing with Ephemera: Queering Tangible Interaction in Archival Experiences."

**Guest Lecture, *Principles of Visual Design*** (November 2024)

Invited guest lecture on UX/UI Design, establishing a visual Look & Feel, and building design systems for development.

**Guest Lecture Series, *Introduction to Computational Media*** (October 2022 - November 2024)

Recurring series of invited guest lectures on industry careers in UX and Product Design.

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

Pictorial 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."

**"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.

**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” 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.

**“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.

**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.

## ACADEMIC SERVICE

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**Associate Chair for Designing Interactive Systems (DIS) Pictorials** (July 2025)

**Peer Reviewer for Creativity & Cognition** (June 2025)

**Peer Reviewer for Conference on Human Factors in Computing Systems (CHI)** (May 2025)

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

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

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

**Peer Reviewer for Science, Technology, and Human Values journal (ST&HV)** (October 2023)

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

## **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.

## **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

Tangible Interaction Design

Queer HCI

Design Mentorship

Critical Making

Interactive Narrative

Critical Archives Scholarship

Queer Theory

Queer Media Studies