Alexandra (Allie) Teixeira Riggs

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EDUCATION

Georgia Institute of Technology

PhD, Digital Media, Designated emphasis in **Human Computer Interaction** and **Media Studies** (March 2026, expected)

Dissertation Title: Tangible Archival Queering: Bridging Theory and Material Practice in Archival Design Research

Committee: Noura Howell (Chair), Richmond Wong, Heidi Biggs, Anne Sullivan, Daniela Rosner, André Brock

University of California, Santa Cruz

MFA, Digital Arts and New Media, Concentration in **Games and Playable Media** (2015)

Cornell University

BFA, Concentration in **Electronic Media** and **Information Science** (2013)

PUBLICATIONS

BOOK CHAPTERS

Riggs, Alexandra Teixeira. 2028. **"Tangible Archival Queering: Bridging Theory and Material Practice in Archival Design Research."** *The Bloomsbury Handbook of Queering Research Methods*, *Queering Knowledge Production* section, edited by Dean Tauches and Jess Westbrook *(forthcoming)*.

PEER-REVIEWED JOURNAL ARTICLES

Riggs, Alexandra Teixeira. 2024. **"For queer lovers and friends: an exploration of queer connection by design in the Lex Mobile App."** *Feminist Media Studies.*

PEER-REVIEWED ARCHIVAL CONFERENCE PUBLICATIONS

Riggs, Alexandra Teixeira and Noura Howell. 2026. **"Reconfiguring through Ruptures: Material Reconfigurations and Un/Making as Tangible Tactics for Queering AI-Generated Histories"** *Conference on Human Factors in Computing Systems (CHI forthcoming).* (25% acceptance rate)

Li, Xingyu, Alexandra Teixeira Riggs, Zhiming Dai, Crystal Byrd Farmer, Kalia G Morrison, and Noura Howell. 2026. **"Informal Embodied Auditing: Exploring Facial Emotion AI (FEAI) through Community Workshops"** *Conference on Human Factors in Computing Systems (CHI forthcoming).* (25%)

Reed, Courtney N., Marta Ferreira, Mónica Mendes, Pedro Galvão-Ferreira, Marion Koelle, Alice C. Haynes, Fiona Bell, Alexandra Teixeira Riggs, Laia Turmo Vidal, Mathilde Gouin, Vineetha Rallabandi, Karen Anne Cochrane. 2026. **"In-Situ Seeding: Entangling Place & Technology through Sensory Data Dialogues."** *Tangible Embedded and Embodied Interaction (TEI).* (23%)

Riggs, Alexandra Teixeira, Matthew Mosher, Anne Sullivan, and Noura Howell. 2025. **"Queer Archival Un/Making as Tangible Information Activism**." *Designing Interactive Systems (DIS).* (25%)

Riggs, Alexandra Teixeira, 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).* (25%)

Riggs, Alexandra Teixeira, Michael Nitsche, Noura Howell. 2025. **"Mold Sounds: Queering Ecologies in Polyphonic Material Explorations**." *Tangible Embedded and Embodied Interaction (TEI).* (26%)

Riggs, Alexandra Teixeira, Rachel Donley, Terra-Mae Gasque, Noura Howell, Anne Sullivan. 2024. **"Red [Redacted] Theatre: Queering Puzzle-Based Tangible Interaction Design**." *Designing Interactive Systems (DIS).* (25%)

Riggs, Alexandra Teixeira, 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).* (26%)

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).* (26%)

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

PEER-REVIEWED SHORT PAPERS AND EXTENDED ABSTRACTS

Riggs, Alexandra Teixeira. 2024. **"Queer Archival Design in Tangible Embodied Interactive Experiences."** *Tangible Embedded and Embodied Interaction (TEI Doctoral Consortium).* (26%)

Janicki, Sylvia, Alexandra Teixeira Riggs, Noura Howell, Anne Sullivan, and Abigale Stangl. 2024. **"Queering / Cripping Technologies of Productivity"** *Conference on Human Factors in Computing Systems (alt.CHI).* (26%)

Thomas, Michaelanne, David Ribes, Andrea Grover, Megh Marathe, Alexandra Teixeira Riggs, Firaz Peer, Pooja Upadhyay. 2024. **"Historical Friction: Pacing Ourselves in HCI."** *Interactions.*

WORKSHOP AND DEMO PUBLICATIONS

Yoo, MinYoung; Sophia Ppali; Catherine Wieczorek; Hayoun Noh; Seung Hyeon Han; Anna R. L. Carter; Alexandra Teixeira Riggs; Nava Haghighi; Yvon Ruitenburg; William Odom. 2026. **"What Comes After Research? Exploring Alternative Research Outcomes in HCI."** *Conference on Human Factors in Computing Systems (CHI Meet-Ups forthcoming).*

Bell, Fiona; 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 Studios).*

TEACHING

LMC 2400: *Intro to Media Studies*, **Instructor of Record,** Georgia Tech, (2022-23)

Teaching 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.

LMC 6313: *Principles of Interaction Design,* **Teaching Assistant,** Georgia Tech, (2022-23)

Leading a graduate level interaction design lab section, conducting portfolio review sessions, giving feedback, and discussing industry careers in Interaction Design.

***COSMOS Game Design Program,* Instructor of Record**, UC Santa Cruz, (2015)

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

FILM 80V: *Video Games as Visual Culture,* **Teaching Assistant,** UC Santa Cruz, (2014-15)

Lecturing undergraduates about video games studies and assisting with student work.

HAVC 31: *Nude in Western Art,* **Teaching Assistant**, UC Santa Cruz, (2015)

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

ART 80F: *Intro to Issues in Digital Media,* **Teaching Assistant**, UC Santa Cruz, (2014)

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

HAVC 43: *History of Modern Architecture,* **Teaching Assistant**, UC Santa Cruz, (2014)

Assisting with written undergraduate work and history of architecture lectures.

MUSC 80C: *Electronic Music History & Theory,* **Teaching Assistant**, UC Santa Cruz, (2013)

Assisting with and assessing undergraduate work, exams and papers.

INDUSTRY & PROFESSIONAL

***Women, Science, and Technology Undergraduate Learning Community* Graduate Advisor,** Georgia Tech, (2024-)

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

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

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

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.

***Craft & Community Building,* Research Assistant,** Georgia Tech, (2023-24)

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

Experience Director (Contract), *Fantasy Interactive*, New York, NY, (2022)

Directing research, product strategy and experience concepting for a design visioning project for the future of the Microsoft 365 website.

***Code Crafters,* Graduate Research Assistant,** Georgia Tech, (2021-22)

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

Experience Lead, *Fantasy Interactive*, New York, NY, (2019-21)

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, (2018-19)

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

UX Designer, *Code and Theory*, New York, NY, (2015-18)

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

GRANTS & AWARDS

Georgia Tech Arts MicroGrant, "Resonant Ecologies: Intersecting Data and Identity in Sonic Landscapes," serving as PI - $1K

Georgia Tech Arts Catalyst Seed Grant, "PhotoVoice for Graduate Student Belonging," serving as student Co-Investigator with one staff PI - $5K

NSF Division of Social and Economic Sciences Award, "Spatial STS: Building an Inclusive Community for Place-Based Scholarship," serving as a student Co-Investigator on a team with two faculty Co-PIs and two student Co-investigators (2025) - $99K

AIAI (Atlanta Interdisciplinary Artificial Intelligence Network) Seed Grant (2024) serving as PI - $5K

Finalist for the Foley Scholarship, Georgia Tech Institute for People and Technology (2024)

Finalist for the Foley Scholarship, Georgia Tech Institute for People and Technology (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) - $5K

Georgia Tech President's Fellowship for Doctoral Students (2021) - $22K

Florence French Fellowship Fund for Art (2015) - $1K

University of California Institute for Research in the Arts Mini-Grant (2013) - $1K

Cornell Council for the Arts Grant (2012) - $1K

EXHIBITIONS

Juried Exhibition, "Resonant Ecologies: Mold, Lichen, and the Sound of Growth" at the Atlanta Science Festival, Atlanta, GA, (March 2026)

Curated and Exhibited in "Queer Data Ecologies" at the Public Art Futures Lab, Atlanta, GA, (April 2025)

"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)

Curated for Boston Festival of Independent Games, Boston, MA, (Fall 2018, 2020)

"New Alchemy" at the Digital Arts Research Center, Santa Cruz, CA, (Spring 2015)

"MFA Rejects Show" at the Digital Arts Research Center, Santa Cruz, CA, (Fall 2015)

Computer Art Congress 4, Rio de Janeiro, Brazil, (Fall 2014)

Different Games Arcade, Brooklyn, NY, (Spring 2014)

Digital Arts Research Center, "Fall Open Studios," Santa Cruz, CA, (Fall 2013)

"Misplaced" at Olive Tjaden Gallery, Ithaca, NY, (Fall 2013)

"Make Week" at Olive Tjaden Gallery, Ithaca, NY, (Spring 2012)

"Out of Place" at Tjaden Experimental Gallery, Ithaca, NY, (Fall 2012)

INVITED TALKS

Atlanta Interdisciplinary Artificial Intelligence Network (AIAI) Fall Kickoff Panel (October 2025)

Panel presentation for AIAI Seed Grant awardees at the AIAI Fall Kickoff, moderated by Dr. Lauren Klein and Dr. Brandeis Marshall, Emory University.

Georgia Tech Guest Lecture, LMC 6310: *Computer as an Expressive Medium* (October 2025)

Invited guest lecture entitled, "Queer/Crip Embodied Entanglements: Blurring Boundaries Between Bodies and Environments."

Georgia Tech Guest Lecture Series, LMC 6313: *Principles of Visual Design* (November 2024 - 25)

Recurring series of invited guest lectures on UX/UI Design, establishing a visual Look & Feel, and building design systems for development.

Georgia Tech Guest Lecture Series, LMC 2700: *Introduction to Computational Media* (October 2022 - 25)

Recurring series of invited guest lectures on curatorial practice, professional development, and industry careers in UX and Product Design.

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 (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.

Georgia Tech Digital Media Lecture Series (February 2025)

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

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."

Georgia Tech Institute for People and Technology, Foley Scholarship Presentation (March 2024)

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

National Women's Studies Association Conference (October 2023)

Roundtable Discussion, "Stories from the Street: Represencing 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."

Georgia State University "Out in the Archives" Workshop (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.

Georgia Tech Ivan Allen College Graduate Student Research Conference (January 2023)

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

Georgia Tech Alumni Association Gender Equality Exhibition (November 2022)

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

Georgia State University and Agnes Scott College "Out in the Archives" Workshop (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.

Georgia State University "Out in the Archives: TRANSforming the Archives" Lecture (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."

New York University Guest Lecture, MCC-UE 1016: *Media Audiences* (September 2020)

Lecture on industry user research applications in product strategy and UX design.

SERVICE

Papers Chair, The International Conference on New Interfaces for Musical Expression (NIME), alt.NIME (2026)

Associate Chair, Tangible Embedded and Embodied Interaction (TEI) Pictorials (2025)

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

Reviewer for Creativity & Cognition (2025)

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

Reviewer for Tangible Embedded and Embodied Interaction (TEI) (2025)

Reviewer for Foundations of Digital Games (FDG) (2024)

Reviewer for Designing Interactive Systems (DIS) (2024)

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

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

MENTORSHIP

Participatory Action Research Project with Georgia Tech Graduate Students (2025-)
Co-leading a PhotoVoice Participatory Action project and collaborative exhibition with Georgia Tech graduate students on experiences of belonging on campus.

Georgia Tech *Women, Science, and Technology Undergraduate Learning Community* Graduate Advisor (2024-)
Supporting and mentoring the Women, Science and Technology undergraduate learning community; organizing guest lectures with prominent women in STEM fields.

Hexagon Women in UX Program Mentor (2019)
Leading a mentorship course on UX fundamentals for women entering the field.

Cornell Information Science MPS Design Incubator Mentor (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.

PRESS

"The Buttons that Talk Back" TechSquare ATL, Neema Tavakolian (July 2025)

"Meet Allie Teixeira Riggs" Shout Out Atlanta (July 2025)

"Georgia Tech Researchers Aim to Increase Awareness of Emotion AI — By Letting People Try It" Ivan Allen College of Liberal Arts Featured News, Stephanie Kadel (July 2025)

"The Exhibition at the Intersection of Disability, Ecology, and Queerness" TechSquare ATL, Neema Tavakolian (April 2025)

"Allie Teixeira Riggs Is Pinning Down Queer History Through Tangible Narratives" Georgia Voice, Hunter Buchheit (September 2023)

"New Research Embodies Queer History Through Artifacts" Georgia Tech Featured Research, Tess Malone (February 2023)