

# Pascal Landry

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## Languages

**French** Native  
**English** High Level  
**Spanish** Intermediary  
**Catalan** Basic

## Citizenship

Canadian

## Education

- 2010 – Present** **PhD, Information and Communication Technologies**, University Pompeu Fabra, Barcelona  
Thesis: Towards an Adaptive System for the Regulation of Physical Activity of Children for exergames  
Supervisor: Narcis Pares  
Expected Defence in July 2014
- 2008 – 2010** **Master of Science, Interdisciplinary Cognitive Systems and Interactive Media**, University Pompeu Fabra, Barcelona.  
Thesis: Understanding the relationship between interaction tempo and physical activity in the interactive slide.  
Supervisor: Narcis Pares
- 2005 - 2008** **Bachelor of Arts**, Communications Studies (Interactive Medias), University of Quebec at Montreal (UQAM), Montreal
- 1999 - 2003** **School of Computer Science**, Programming, Data Structures and Algorithms, Lionel-Groulx College, Ste-Therese

## Selected Honours and Awards

- 2012 - Present** **FI-DGR Grants**, Generalitat of Catalonia
- 2010-2012** **PhD Fellowships (PRC)**, University Pompeu Fabra
- 2008-2010** **Master Grants**, University Pompeu Fabra

**2008** **Génome Quebec and the Network of the University of Quebec.** Prize won for the presentation of an interactive scenario aimed at explaining genomics to high school level students.

**2007** **Millennium Excellence Award Program Scholarship.** Awarded for the excellence of my academic file as well as for my community involvement with a charitable organisation.

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## Teaching Experience

**2010 - 2012** **21441 - Interactive Systems**

Head teaching assistant responsible for laboratory project. Supervised laboratory sessions, prepared and conducted laboratory sessions for 25 students. Defined, prepared and graded practical assignments as well as the final project.

**2010 - 2012** **21420 - Computer Graphics,**

Teaching assistant: Animated discussions with 50 students around key articles related to the class topic and correct weekly seminar reports.

**2011-2012** **21423 - Communication in Technical English**

Teaching assistant: Held weekly seminars on technical English and evaluated final oral presentation of 30 students.

**2010-2011** **21417 - Structure of Data and Algorithms**

Teaching assistant: Prepared and conducted weekly seminars addressed to 40 students and graded laboratory assignments.

**2010-2011** **21406 - Programming Fundamentals**

Teaching assistant: Held tutorials for 40 students and grade assignments.

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## Professional Experience

**2007 – Present** **Freelancer, Interactive Installation Designer**

Design of public installation for social & cultural events. I worked in different projects developed in Montreal and Barcelona.

**2006 – 2008** **Instructor, Communautique**

Communautique is a NGO based in Montreal providing resources to master computer tools. My role in this organization was to give workshops on the assembly of microcomputers, multimedia and the management of systems, to create training manuals for the participants and to work in the community sensitizing the population to the use of free software and their environmental stakes.

**2003 – 2005** **Agraph Consultants inc. – Programmer**

Agraph Consultants inc. was a company based in Montreal that was developing computer tools for municipal management. Inside this company, I was in charge to analyze and design a software program for land register.

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## Academic Research Experience and Involvement

### Research Work

**2010 – present** **Research Assistant, Doctoral level**

Department of Information and Communication Technologies (DTIC), University Pompeu Fabra

Project: Method for the Control and Regulation of Physical Activity of Children through a Novel Platform for Full-body Interactive Experiences called the Interactive Slide (CRAFTI)

Supervisor: Professor Narcis Pares

**2006 – 2007** **Research Assistant, Social Psychophysiology Laboratory**

Department of Psychology, University of Quebec at Montreal

Project: Mimicry and empathy towards in-group and out-group members Mimicry and empathy towards in-group and out-group members

Supervisor: Dr. Patrick Bourgeois

### Research Stay

I have been invited in UCL Interaction Centre (UCLIC) for 3 months in 2012 to familiarize myself in research on affect and emotion related to body movement. I have also designed an on going research to explore the relation between body posture and power embodiment during the play session of an exergame.

### Reviewer

ACM Conference on Human Factors in Computing Systems (CHI) 2014 & 2015  
ACM Conference on Tangible, Embedded, and Embodied Interaction (TEI) 2015

### Conference Volunteer

ACM Conference on Human Factors in Computing Systems (CHI) 2013  
ACM Conference on Interaction Design & Children (IDC) 2010

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## Publications

### Publication in refereed journals

Pascal Landry, Narcis Pares (2014) Controlling and Modulating Physical Activity through Interaction Tempo in Exergames: A Quantitative Empirical Analysis, Journal of Ambient Intelligence and Smart Environments, Volume 6, Issue 3, 2014, Pages 277-294

### Publications in refereed conference proceedings

Pascal Landry, Joseph Minsky, Marta Castañer, Oleguer Camerino, Rosa Rodriguez-Arregui, Enric Ormo, Narcis Pares (2013) Design Strategy to Stimulate a Diversity of Motor Skills for an Exergame Addressed to Children, IDC '13 Proceedings of the 12th International Conference on Interaction Design and Children

Pascal Landry, Narcis Pares (2012) Controlling the Amount of Physical Activity in a Specific Exertion Interface, CHI '12 Extended Abstracts on Human Factors in Computing Systems (CHI EA '12)

Pascal Landry, Narcis Pares, Joseph Minsky, Roc Pares (2012) Participatory Design for Exertion Interfaces for Children , IDC '12 Proceedings of the 11th International Conference on Interaction Design and Children

Marta Castañer, Oleguer Camerino, Narcís Parés, Pascal Landry (2011) Fostering Body Movement In Children Through An Exertion Interface As An Educational Tool, World Conference on Educational Technology Researches – 2011

José María Blanco, Pascal Landry, Sebastián Mealla C., Emanuela Mazzone, Narcís Parés (2010) PIPLEX: Tangible Experience in an Augmented Reality Video Game, IDC '10 Proceedings of the 9th International Conference on Interaction Design and Children

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## References

### **Narcis Pares**

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Relationship: M.A. Sc. & PhD thesis supervisor, teaching reference

### **Nadia Berthouze**

University College London

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U.K

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Relationship: Supervisor during research stay in UCL

### **Sergi Jorda**

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Relationship: M.A. Sc. thesis committee member