Cale J. Passmore – Social Paper

4th Annual Computing & Mental Health Symposium

PhD Student, Department of Computer Science
University of Saskatchewan
Saskatoon/Treaty 6, Canada
cale.passmore@usask.ca

ABSTRACT

This social paper is a C.V. and statement of interest, outlining my prior research as well as the knowledge-base I hope to bring to the 4th Symposium on Computing and Mental Health.

INTRODUCTION

A White-passing settler of mixed Black Irish, Scottish, Finnish, and English ancestry, I was raised in a blue-collar, middle class family from Treaty 7 (Calgary). I currently live in Treaty 6 Territory (Saskatoon). For the last 13 years I have worked professionally across multiple fields of academia (from English and Philosophy to Computer Science and Governance), as an educator and councillor, created and facilitated workshops and seminars (in both grassroots and academic settings, on topics ranging from non-hierarchical leadership, intersectionality, anti-oppression, and settler-indigenous relations to neuro-phenomenology, demography and public health), and have substantial experience in community organizing. A graduate of University of Saskatchewan (B.A. Psychology (honors), B.A. English (honors)) and University of Toronto (M.A. English/Critical Theory), I completed my thesis on "Phenomenal Experiences of Thinking & Meaning-Making" and began work as a research assistant at the International Center for Northern Governance and Development (ICNGD).

Supervised by Regan Mandryk, my Ph.D. focus attempts to converge my ranging past experiences on the intersection of digital technology and cultural health. Applying critical race theory and decolonial practices to culturally-specific health models, I am investigating potential applications of persuasive technologies to health. Broadly, I'm interested in how digital technologies can promote and serve pluralistic models of health and wellbeing—while preserving their sovereign practice.

CURRENT PROJECTS

Beyond my Ph.D. work and responsibilities as a CHI 2019 Equity Chair, I am currently heading several research projects. The first is an exploratory, mixed-methods survey looking into two connected themes: how methods of coping with systemic discrimination are affected by digital environments and to what degree the well-documented benefits of gaming to mood repair vary based on identity factors. We intend to use results from this study to inform an RCT experiment utilizing stress-induction. A second major project, connected to my dissertation, focuses on design, motivation, and retention in health-app use. Inspired by Rita Orji's and Rilla Khaled's work in persuasive technology design, I am investigating the specific relationship between habit formation and culturally-distinct motivations applied to health-technology design. Though health-apps show promising efficacy, low retention is a widely documented issue posing large issues in real-life application and the ecological validity of research. Understanding ethnic and culturally-specific motivators, then implementing features that facilitate motivation and habit formation, is central to effective digital health interventions. Other forthcoming projects include: a study of "cheat codes" and game-mechanic tailoring for mood repair and stress relief; an EEG study of mu-rhythm desynchronization during conditions of ethnicity environment match and non-match conditions in digital games; and research into effects of class on resilience and recovery.

SELECT PUBLICATIONS

An About Face: Diverse Representation in Games
Passmore, C., Mandryk, R. (2018), *Proceedings of the 2018 Annual Symposium on Computer-Human Interaction in Play (CHI PLAY)*, Melbourne, AUS. 365-380. <doi:10.1145/3242671.3242711>

The Privilege of Immersion: Racial and Ethnic Experiences, Perceptions, and Beliefs in Digital Gaming
Passmore, C., Birk, M., Mandryk, R. (2018), *CHI '18: Proceedings of the 2018 CHI Conference on Human Factors in Computing Systems*, Montreal, QC, Canada. p. 383 (19 pages). <doi:10.1145/3173574.3173957>

Gaming with the Subaltern: Workshop on Diversity and Inclusion in Games.
Passmore, C., Mandryk, R., Schoemann, S., Gardner, D., MacArthur, C., Hancock, M., Butt, M.A., Tanenbaum, J. CHI PLAY (Companion) 2018: 695-701. <doi:10.1145/3270316.3271552>

Racial Diversity in Indie Games: Patterns, Challenges, and Opportunities
Passmore, C., Yates, R., Birk, M., Mandryk, R. (2017), *Extended Abstracts Publication of the Annual Symposium on Computer-Human Interaction in Play*, Amsterdam, Netherlands. 137-151. <doi:10.1145/3130859.3131438>