

Desurvire, Heather Publications

Desurvire, H., Kreminski, M (2018). HCI Conference Proceedings. [“Are Game Design and User Research Guidelines Specific to Virtual Reality Effective in Creating A More Optimal Player Experience? Yes, VRPLAY”](#), Las Vegas, Nevada.

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2

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Nielsen, Jakob, R. Kerr, D. Rosenberg, G. Salomon, H. **Desurvire**, R. Molich and T. Stewart. [Comparative Design Review: An Exercise in Parallel Design](#)

Desurvire, Heather Conferences

Desurvire, H., Kreminski, M (2018). HCI Conference Proceedings. "[Are Game Design and User Research Guidelines Specific to Virtual Reality Effective in Creating A More Optimal Player Experience? Yes, VRPLAY](#)", Las Vegas, Nevada

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4

Desurvire, H., Nielsen, J. Co-chairs of Panel Discussion: [Comparative Design Review](#).
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Amsterdam, Holland, April.

Desurvire, H. Comparing Effectiveness of Alternative Techniques to Empirical Testing.
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Potential link (Workshop in '92 Monterey): <https://dl.acm.org/doi/10.1145/157203.157207>

Desurvire, H., Nielsen, J. Co-chairs of Panel Discussion: [Comparative Design Review](#).
Presented at the Bellcore and Bell Operating Companies User-Centered Design Conference, New
Jersey.