

Swati Pandita

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Research Interests

Human Computer Interaction: virtual reality, avatars, identity, & mental health

Education

2017-present	PhD	Communication , Cornell University Committee: Profs. Andrea Stevenson Won (Chair), Lee Humphreys, Natalie Bazarova, and JoAnn Difede
2020	MS	Communication , Cornell University
2016	MPS	Information Science , Cornell University
2015	BS	Neuroscience , Rhodes College

Research Experience

8/2017-present	The Virtual Embodiment Lab , Cornell University, Ithaca, NY Graduate research assistant
1/2017-6/2017	The Yau Lab , Baylor College of Medicine, Houston, TX Research assistant
4/2016-11/2016	Pairade (now Current) , Chicago, IL User Experience research intern
5/2016-8/2016	Psycomm Lab , Cornell University, Ithaca, NY Graduate research assistant
2/2016-5/2016	Communication & Collaborative Technologies Lab , Cornell University, Ithaca, NY Graduate research assistant
8/2015-12/2015	Visual Cognition Lab , Rhodes College, Memphis, TN Undergraduate research assistant
5/2014-7/2014	Cognition and Aging Lab , Rhodes College, Memphis, TN Undergraduate research assistant
9/2013-5/2014	Learning Technologies Lab , Rhodes College, Memphis, TN Undergraduate research assistant

Awards

2020	Media Studies Graduate Working Group Grant (\$1,000), Cornell University
2017	Cornell Fellowship (\$28,036), Cornell University
2014	Cognitive Aging Fellowship (\$4,329), Rhodes College

Publications

- 2021 Boydston, C., **Pandita, S.**, Finkelstein-Fox, L., Difede, J. "Harnessing Virtual Reality for Disaster Mental Health: A Multidisciplinary Systematic Review" in *Translational Issues in Psychological Sciences (Forthcoming)*.
- 2020 Won, A.S., **Pandita, S.**, Kruzan, K. (2020). "Social Interaction and Pain Threshold in Virtual Reality." In *Cyberpsychology, Behavior, and Social Networking*.
- 2020 Madden, J. H., **Pandita, S.**, Won, A.S., Schuldt, J.P., Kim, B., & Holmes, N.G. (2020). "Ready student one: Exploring the predictors of student learning in Virtual Reality." In *PLoS ONE*, 15(3).
<https://doi.org/10.1371/journal.pone.0229788>
- 2020 **Pandita, S.**, & Won, A.S. (2020). "Clinical Applications of virtual reality in patient-centered care." In J. Kim & H. Song (1), *Technology and Health: Promoting Attitude and Behavior Change* (pp. 129-148). Academic Press.

Conference Presentations

- 2020 **Pandita, S.**, Yee, J., & Won, A.S. (2020) "Affective Embodiment: Embodying emotions through postural representation in VR." Poster presented at 27th *IEEE Conference on Virtual Reality and 3D User Interfaces*, March 22-26, Atlanta, GA.
- 2020 **Pandita, S.** (2020) "Affective Embodiment: The effect of avatar appearance and gesture representation on emotions in VR." Doctoral Consortium at 27th *IEEE Conference on Virtual Reality and 3D User Interfaces*, March 22-26, Atlanta, GA.
- 2019 **Pandita, S.**, Humphreys, L., & Won, A.S. (2019) "Expectations of the self in virtual reality: A qualitative analysis of virtual avatar creation." Paper presented at 24th *Annual CyberPsychology, CyberTherapy, and Social Networking Conference*, June 24-26, Norfolk, VA.
- 2019 **Pandita, S.**, Celikors, E., Rojas, N., et al. (2019) "Visualizing Movement with Learning Outcomes in Educational VR Environments." Poster presented at 24th *Annual CyberPsychology, CyberTherapy, and Social Networking Conference*, June 24-26, Norfolk, VA.

- 2019 Won, A.S., Kruzan, K., & **Pandita, S.** (2019) "As long as you're with me: the effects of social presence and distance on pain perception in virtual environments." Paper presented at *24th Annual CyberPsychology, CyberTherapy, and Social Networking Conference*, June 24-26, Norfolk, VA.
- 2018 Madden, J. H., Won, A. S., Schuldt, J. P., Kim, B., **Pandita, S.**, Sun, Y., et al. (2018). "Virtual Reality as a Teaching Tool for Moon Phases and Beyond." In *Proceedings of the Physics Education Research Conference*, Aug 1–2, Washington, DC.
- 2018 Sun, Y., **Pandita, S.**, Shaikh, O., Kim, B. & Won, A. S. (2018). "Personalized Avatars and Self-presence." In *Proceedings of the International Society for Presence Research Annual Conference*, May 21–22, Prague, Czech Republic.
- 2017 Schrader, D., Tallapragada M., **Pandita S.**, Etri C., & Shore A. (2017). "Self Efficacy and Social Aggression." Paper presented at *43rd Association for Moral Education Annual Conference*, St. Louis, MO.
- 2017 Schrader, D., Tallapragada M., **Pandita S.**, Etri C., & Shore A. (2017). "Personality, Trust, and the Privacy Creep." Paper presented at *43rd Association for Moral Education Annual Conference*, St. Louis, MO.
- 2016 **Pandita, S.**, Suresh, S., & Haberman, J. (2016). "Average Size Estimation of Dots Completing behind an Illusory Surface Is Precise." Poster presented at *16th Annual Meeting of Vision Sciences Society*.
- 2014 Person, S., **Pandita S.**, & Schonhoff A. (2014). "Politeness Strategies in Expert Tutoring." Poster presented at *24th Annual Meeting of Society for Text & Discourse*, Chicago, IL.

Manuscripts in Preparation

- 2021 Boydston, C., **Pandita, S.**, Won, A. S., & Difiede, J. "Navigating the therapeutic misconception in Virtual Reality." (*Under review*)
- 2021 **Pandita, S.**, Humphreys, L., Won, A.S. "The Paradox of Customization: Negotiating racial identity with "multiple choice" in avatar creation." (*Under review*)

2021 **Pandita, S., Won, A.S., Difede, J.** "Breathing Room: designing mood regulation spaces for depression."

Teaching Experience

Instructor of Record

Summer 2019 COMM/INFO 2450 Communication and Technology. Cornell University.
Fall 2019 COMM 2010 Oral Communication. Cornell University
Spring 2020 COMM 2010 Oral Communication. Cornell University

Graduate Teaching Assistant

Fall 2017 COMM/INFO 2450 Communication and Technology. Cornell University.

Guest Lecturer

Spring 2018 COMM 1300 Visual Communication. Cornell University
Spring 2019 COMM 1300 Visual Communication. Cornell University

Invited Talks, Workshops, & Panels

Fall 2020 Invited talk, "Affective Embodiment: designing virtual environments for depression management." Visual Cognition Lab, Rhodes College.
Fall 2019 Organized Workshop, "Hands-on Workshop in Immersive Technology for Beginners." 2019. Immersive Media in Medicine Symposium. New York, NY.
Fall 2019 Panel Moderator, "VR for Beginners." 2019. Immersive Media in Medicine Symposium. New York, NY.

Service

Volunteer

2018 Connecting Opportunities Summer Event, organized by Lesa Carter and Kathy Dimiduk of Cornell Engineering, Cornell University.

Reviewing

2020 Cyberpsychology, Behavior, and Social Networking (Adhoc)

Media Mentions

- 2019 [Episode 65: Jack Madden and Swati Pandita](#). *Leading Lines Podcast*. Oct 7.
- 2019 [Study Finds No Difference in VR Learning Outcomes Compared to Other Modes](#). *Campus Technology*. Feb 7.
- 2019 [Study probes effect of virtual reality on learning](#). *Cornell Chronicle*. Feb 5.

Association Membership

2019-present	International Communication Association
2019-2020	IEEE
2015-2016	Vision Sciences Society

Skills

Quantitative	Experimental design, survey design, & statistical testing (SPSS, R) Behavioral data collection: VR movement data & analysis
Qualitative	Interview study design, semi-structured interviews & thematic analysis
User-centered Design	Prototyping: Adobe Photoshop, Figma, Sketch, Invision, CSS, HTML Methods: Participatory design, Personas, User Modeling, Storyboarding, User-testing