

Eugene Kukshinov, PhD

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EDUCATION

PhD	Temple University, Media and Communication (Philadelphia, PA, USA)	2021
	<i>Dissertation Title:</i> Visual familiarity as a factor of social presence represented via non-verbal communication in the audio-mediated channel	
	<i>Dissertation Committee:</i> Dr. Matthew Lombard, Dr. Bruce Hardy, Dr. Kareem Johnson, and Dr. James Cummings (Boston University)	
MA	National Research University Higher School of Economics, Political science/Integrated communications (Moscow, Russia)	2011
BA	State University – Higher School of Economics, Political Science (Moscow, Russia)	2009

PEER-REVIEWED FIRST-AUTHOR PUBLICATIONS

1. Kukshinov, E., & Poeller, S. (in press). De-Normalizing Toxic Behaviour in Competitive Online Games: Players' Perceptions of Communication, Unsolicited Advice, and Bystander Intervention in League of Legends. In Proceedings of the 21th International Conference on the *Foundations of Digital Games, Copenhagen, Denmark, August 10-14, 2026*
2. Kukshinov, E. (in press). Presence in Social VR: Analysis of the Relationships Between Social and Physical Presence. *PRESENCE: Virtual and Augmented Reality* <https://doi.org/10.1162/PRES.a.426>
3. Kukshinov, E., Nathan, K. S., Bowman, N., Rooney, B., & Nacke, L. E. (2026). Walking into the Unknown: Manipulating Knowledge of the External Environment to Promote Presence in VR. *International Journal of Human-Computer Interaction*, 1–22. <https://doi.org/10.1080/10447318.2025.2605178>
4. Kukshinov, E. & Nacke, L.E. (2025). Collective Embodiment, or the Social Nature of the Sense of Embodiment in Social VR. In Proceedings of the 2025 ACM International Conference on Interactive Media Experiences (IMX '25). Association for Computing Machinery, New York, NY, USA, 187–199. <https://doi.org/10.1145/3706370.3727895>
5. Kukshinov, E. (2025). Dual Cognitive Approach. In P. Bédard, A. Thain, & C. Therrien (Eds.), *States of Immersion Across Media: Bodies, Techniques, Practices* (pp. 81–104). Amsterdam University Press. <https://doi.org/10.2307/ji.27435710.7>
6. Kukshinov, E., Gini, F., Mishra, A., Bowman, N., Rooney, B., & Nacke, L. E. (2025). Seeing Is Not Thinking: Testing Capabilities of VR to Promote Perspective-Taking. *IEEE Transactions on Visualization and Computer Graphics*. <https://doi.org/10.1109/TVCG.2025.3549137> **[Best Paper Award]**
7. Kukshinov, E., Tu, J., Szita, K., Senthil Nathan, K., and Nacke, L. E. (2025). Widespread yet Unreliable: A Systematic Analysis of the Use of Presence Questionnaires. *Interacting With Computers* <https://doi.org/10.1093/iwc/iwae064>
8. Kukshinov, E. (2024). It's (not) me: Dynamic Nature of Immersive Experiences in Video Game Play. *Human Studies*. <https://doi.org/10.1007/s10746-024-09768-9>

9. Kukshinov, E. (2024) Unestablished Boundaries: The Capabilities of Immersive Technologies to Induce Empathy, Tell Stories, and Immerse. *Media and Communication*. Volume 12 <https://doi.org/10.17645/mac.8423>
10. MacArthur, C., **Kukshinov, E.**, Harley, D., Pawar, T., Modi, N., & Nacke, L. E. (2024). Experiential Disparities in Social VR: Uncovering Power Dynamics and Inequality. *Frontiers in Virtual Reality*, 5 <https://doi.org/10.3389/frvir.2024.1351794> [two first authors]
11. Kukshinov, E. (2024). Presence, (re)focused and explicated. *The Communication Review*, 1–22. <https://doi.org/10.1080/10714421.2024.2366684>
12. Kukshinov, E., Harley, D., Szita, K., Mogavi, R. H., MacArthur, C., & Nacke, L. E. (2024). Disembodied, Asocial, and Unreal: How Users (Re)Interpret Designed Affordances of Social VR. In *Designing Interactive Systems Conference (DIS '24)* (pp. 1–12). July 01–05, 2024, IT University of Copenhagen, Denmark. ACM, New York, NY, USA. <https://doi.org/10.1145/3643834.3661548>
13. Kukshinov, E., Tu, J., Szita, K., Senthil Nathan, K., and Nacke, L. E. (2024). “Never The Same”: Systematic Analysis of the Methodological Issues in the Presence Studies That Employ Questionnaires. In *Extended Abstracts of the CHI Conference on Human Factors in Computing Systems (CHI EA '24)* <https://doi.org/10.1145/3613905.3651074>
14. Kukshinov, E. (2023). Experiential Challenges of and Opportunities for Applying Immersive Technologies with Storytelling. *PRESENCE: Virtual and Augmented Reality*, 1–35. https://doi.org/10.1162/pres_a_00365
15. Kukshinov, E., & Shaw, A. (2022). Playing with privilege: Examining demographics in choosing player-characters in video games. *Psychology of Popular Media*, 11(1), 90–101. <https://doi.org/10.1037/ppm0000378>
16. Kukshinov, E. (2021). Presence in VR: Developing measure and stimulus. In *2021 IEEE Conference on Virtual Reality and 3D User Interfaces Abstracts and Workshops (VRW)* (pp. 709-710). IEEE. doi:[10.1109/VRW52623.2021.00237](https://doi.org/10.1109/VRW52623.2021.00237)
17. Kukshinov, E. (2021). Discourse of non-participation in Russian political culture: Analyzing multiple sites of hegemony production. *Discourse & Communication*. 15(2):163-183. doi: <https://doi.org/10.1177/1750481320982092>
18. Kukshinov, E. (2015). The Virtual Self and Possible Immersive Consequences of Uncharacteristic Self-Presentation in Virtual Environment. *International Journal of Cyber Behavior, Psychology, and Learning*, Vol. 5. No. 4.P. 73-82. doi: <https://doi.org/10.4018/IICBPL.2015100106>

OTHER PEER-REVIEWED PUBLICATIONS

1. Guidash, M., **Kukshinov, E.**, Matthew, J., & Wright, W. G. (2026). Postural Response as a Behavioral Correlate of Presence in Virtual Reality. *PRESENCE: Virtual and Augmented Reality*, 1-30. <https://doi.org/10.1162/PRES.a.425>
2. Senthil Nathan, K., Lee, J., Wang, D. M., Smith, G. M., **Kukshinov, E.**, Harley, D., & Nacke, L. E. (2025). Beyond Competitive Gaming: How Casual Players Evaluate and Respond to Teammate Performance. *Companion Proceedings of the Annual Symposium on Computer-Human Interaction in Play*, 7–14. <https://doi.org/10.1145/3744736.3749343>
3. Tu, J., **Kukshinov, E.**, Hadi Mogavi, R., Wang, D., and Nacke, L.E. (2025). Designing Biofeedback Board Games: The Impact of Heart Rate on Player Experience. *CHI Conference on Human Factors in Computing Systems (CHI '25)*. April 26-May 1, 2025, Yokohama, Japan <https://doi.org/10.1145/3706598.3713543>
4. Choong, L., Cmentowski, S., **Kukshinov, E.**, Tu, J., and Nacke, L.E. (2025) Support Autonomy: Exploring Player Perspectives on AI-Supported Onboarding in Video Games. *CHI Conference on Human Factors in Computing Systems (CHI '25)*. April 26-May 1, 2025, Yokohama, Japan <https://doi.org/10.1145/3706598.3713576>
5. Wang, D., Cmentowski, S., Hadi Mogavi, R., Senthil Nathan, K., **Kukshinov, E.**, Tu, J., and Nacke, L.E. (2025) From Solo to Social: Exploring the Dynamics of Player Cooperation in a Co-located Cooperative Exergame. *CHI Conference on Human Factors in Computing Systems (CHI '25)*. April 26-May 1, 2025, Yokohama, Japan <https://doi.org/10.1145/3706598.3713937>

CURRENT FIRST-AUTHOR SUBMISSIONS

1. Entertainment Computing (in review)
2. Review of Communication (in review)
3. ACM DIS (in review)
4. Behaviour and Information Technology (in review)

CONFERENCE PRESENTATIONS AND INVITED TALKS

1. Kukshinov, E., & Poeller, S. (2026, August). De-Normalizing Toxic Behaviour in Competitive Online Games: Players' Perceptions of Communication, Unsolicited Advice, and Bystander Intervention in League of Legends. *21th International Conference on the Foundations of Digital Games, Copenhagen, Denmark, August 10-14, 2026*
2. Kukshinov, E., & Bowman, N. (2026, June). "Identifying with a character" but "embodying an avatar": Differentiating relationships between players and their on-screen representations in video games. *DIGRA 2026, Ireland, Maynooth University, 14–18 June 2026*
3. Kukshinov, E. (2026, March). The Nether Symposium Series: Digital Scholarship – Foundations, Futures, and Frictions. *University of Waterloo, March 27, 2026*
4. Kukshinov, E. (2025, September). The Impact of Visual Familiarity with Others on Social Presence in CMC. *Media Psychology Conference 2025, Duisburg, Germany. [accepted, not presented]*
5. Kukshinov, E., Senthil Nathan, K., Bowman, N., Rooney, B., and Nacke, L., (2025, June). Walking Into the Unknown: Manipulating Knowledge of the External Environment to Promote Presence in VR. *International Communication Association (ICA) Conference 2025, Denver, USA*
6. Kukshinov, E. & Nacke, L.E. (2025, June). Collective Embodiment, or the Social Nature of the Sense of Embodiment in Social VR. *ACM International Conference on Interactive Media Experiences (ACM IMX 25), Rio de Janeiro, Brazil*

7. Kukshinov, E. (2025, April). Questioning Reality: Explorations of Virtual Reality conference. The Data Sciences Institute, University of Toronto, April 23-25, 2025
8. Kukshinov, E. (2024, August). Unestablished boundaries of immersive technologies. Participation in the Newhouse Impact Summit 2024 "Advances and Opportunities in Immersive Storytelling Technologies", Syracuse, NY, USA
9. Kukshinov, E. (2024, May). Novel Approaches for Understanding and Mitigating Emerging New Harms in Immersive and Embodied Virtual Spaces: A Workshop Participation at the CHI Conference on Human Factors in Computing Systems (CHI EA '24)
10. Kukshinov, E., Tu, J., Szita, K., Senthil Nathan, K., and Nacke, L. E. (2024, May). "Never The Same": Systematic Analysis of the Methodological Issues in the Presence Studies That Employ Questionnaires. In Extended Abstracts of the CHI Conference on Human Factors in Computing Systems (CHI EA '24)
11. Kukshinov, E. (2022, May). It was like face-to-face: Visual familiarity as an uncertainty reduction strategy for social presence. Paper presented at International Communication Association (ICA) Conference 2022, Paris, France
12. Kukshinov, E. (2022, May). Presence, refocused and clarified. Paper presented at International Communication Association (ICA) Conference 2022, Paris, France
13. Kukshinov, E. (2021, October). Sensorial intervention of 'immersive' technologies into mental narrative engagement: cognitive issue with experiencing 360/VR movies . Paper presented at 6th Narrative, Media and Cognition Conference. Virtual
14. Kukshinov, E. (2021, October). Visual familiarity as a factor of social presence in audio-mediated channel. Paper presented at Association of Internet Researchers Doctoral Colloquium.
15. Kukshinov, E. & Wright G.W. (2021, September). Validation of the behavioral measure of presence in VR. Pre-registered report presented at Media Psychology Conference 2021, Germany. Virtual
16. Kukshinov, E. & Wright G.W. (2021, July). Developing behavioral measure of presence in VR. Paper presented at *2021 International Conference on Virtual Rehabilitation (ICVR)*
17. Kukshinov, E. (2021, April). On how digital replication of the intersubjective boundaries produces singular subjects: critical and post-structuralist perspective. Paper presented at Digital Worlds: A Virtual Workshop hosted by The Center for Collaboration and Ethics at the University of Texas Rio Grande Valley. Virtual
18. Kukshinov, E. (2021, March). Presence in VR: developing measure and stimulus. Paper presented at At 2021 IEEE Conference on Virtual Reality and 3D User Interfaces Abstracts and Workshops (VRW), [doi:10.1109/VRW52623.2021.00237](https://doi.org/10.1109/VRW52623.2021.00237)
19. Lombard, M., Kim, J., Kukshinov, E., Xu, K., & Yang, H. (2021, February). Exploring Visual Collaboration Platforms. Bonus session of PRESENCE 2020, the 18th conference of the International Society for Presence Research (ISPR), February 26, 2021. Virtual conference.
20. Kukshinov, E. & Lombard, M. (2020, October). Walking into the dark: Cognition manipulation and methodological challenges with behavioral measures of physical presence in the virtual environment. Paper presented at the 19th conference of the International Society for Presence Research (ISPR), Orlando, FL.
21. Kukshinov, E. & Shaw, A. (2020, June). Playing with privilege: Examining demographics in choosing player-characters in video games. Paper to be presented at The Digital Games Research Association conference (DiGRA), Tampere, Finland (Conference cancelled)
22. Kukshinov, E. (2020, April). Discourse of non-participation in the Russian political culture. Examining multiple sites of hegemony production. Paper to be presented at the conference of the Popular Culture Association (PCA), Philadelphia, PA. (Conference cancelled)

23. Kukshinov, E. (2019, May) A Savior, a Shopper, a Traveler, a Friend: Intention-Driven Immersive Experience of Video Game Play. Paper presented at International Communication Association (ICA) Conference 2019, Washington, DC
24. Kukshinov, E. (2019, May) When News Is Immersive Like TV Shows: Russian Media Consumption in Rural Areas in 2014–2015. Paper presented at International Communication Association (ICA) Conference 2019, Washington, DC

TEACHING AND RESEARCH EXPERIENCE

POST-DOCTORAL RESEARCHER – University of Waterloo (Ontario, Canada) – HCIgames Group

Fall 2022 – Fall 2025

- HCI and media psychology research:
 - Led and managed the entire project life cycle, including project planning, design, and execution;
 - Coordinated a team of assistants and collaborators, overseeing their tasks and responsibilities;
 - Conducted extensive data collection and analysis, employing various research methods.
 - Areas of research: Social VR (affordances and experiences), VR (non-technological factors of presence, capacity to induce empathy), video games, computer-mediated communication, gamified simulators, etc.
- Mentoring students:
 - Provided guidance and mentorship to undergraduate and graduate students;
 - Advised PhD candidates in their dissertation research.
- Successfully secured research funding through the development and submission of grant proposals.

EXTERNAL RESEARCHER (remote) - Temple University (Philadelphia, PA) – Motion-Action-Perception lab

Spring 2021 - Spring 2025

- Coordinating project on VR presence measure development

GRADUATE EXTERN - Temple University (Philadelphia, PA)

Fall 2020 - Spring 2021

- Teaching workshop series “Implications of XR,” and “Intro to VR Research”
- Research in the VR lab (VEs development)
- Development of the VR application
- Administrative work in the Scholars Studio

INSTRUCTOR/LECTURER - Temple University (Philadelphia, PA)

Fall 2019 - Spring 2020

- CSI 1111 Introduction to Public Speaking (both offline and online)
- Guest lectures in Global Communication

TEACHING ASSISTANT - Temple University (Philadelphia, PA)

Fall 2017 – Spring 2020

- TA in two courses per term. Courses are The Future of Your TV, Media and Society, Intro to PR, Communication and Social Influence

ANALYST - Research laboratory “University Development”, Institute of Education, National Research University Higher School of Economics (Moscow, Russia)

November 2015 – January 2017

- Research of the higher education system within the sector of agriculture (federal research project)
- Analysis of the educational systems, national higher education documents and state projects

AWARDS AND GRANTS

- *Seal of Excellence*, European Commission – Horizon Europe MSCA proposal on immersive storytelling (2024)
- IEEE VR 2025, Best Paper Award
- Lupina Postdoctoral Fellowship (2022-2024)
- Meta (Facebook) Research Award, USD 70 000 (2022)
- Seed Grant from Games Institute, University of Waterloo, CAD 5 000 (2022)
- Summer Grant by the Graduate Board Fellowship Committee, Temple University (2021)
- Würzburg Summer School ‘How Stories Affect our Lives: The Psychology of Narrative Impact’ grant (SALON 2021, July 5 to July 9, 2021)
- Graduate externship scholarship by the Loretta C. Duckworth Scholars Studio, Temple University (2020-2021)

SERVICE

REVIEWER

- Journal of Media Psychology
- Psychology of Popular Media
- Virtual Reality
- International Journal of Human-Computer Studies
- Ethics and Information Technology
- ACM CHI
- ACM CHI PLAY
- ACM CSCW
- ACM IMX
- Media Psychology Conference
- Humanities and Social Sciences Communications
- Conference of the Association of Internet Researchers (AoIR)
- International Communication Association (ICA) conference
- IEEE Conference on Games
- International Society for Presence Research (ISPR)/conference
- Mensch und Computer
- ISMAR
- MobileHCI

CONFERENCE ORGANIZER

- IEEE COMPSAC 2026 Symposium on Human Computing & Social Computing (program chair)
- ACM DIS, 2026 (Associate Chair, Papers Track)
- ACM CHI, 2026 (Associate Chair, Papers Track, Understanding People)
- International Society for Presence Research (ISPR)/conference, 2020 (program/organizing committee)
- ACM DIS, 2025 (Associate Chair, Papers Track)
- CHI PLAY, 2023 (Associate Chair, Work-in-progress)
- The XVIII April International Academic Conference On Economic And Social Development, 2017 (organizing committee)

BASIC SKILLS:

R statistics, SQL, Unity3D, Blender, Qualtrics, Prolific, Dovetail, grants writing, major research methods (experiments, interviews, content analysis, CDA, TA, etc.)

ADMINISTRATIVE WORK EXPERIENCE

MEMBER OF THE ORGANIZING COMMITTEE OF THE XVIII APRIL INTERNATIONAL ACADEMIC CONFERENCE ON ECONOMIC AND SOCIAL DEVELOPMENT - National Research University Higher School of Economics

January 2017 – June 2017

- Participants communication (registration, visa support, grants coordination, fee payments, etc.)
- Publishing conference program
- Public relations
- Support during conference (volunteer coordination, participants registration, information system support, etc.)

OTHER PUBLICATIONS, BLOGS, PODCASTS, ETC.

- UW Games Institute's Podcast:
<https://podcasts.apple.com/us/podcast/056-diversity-and-inclusion-in-social-virtual-reality/id1465789684?i=1000698286732>
- Kukshinov, E. (2020). Type of VR research. Retrieved from <https://sites.temple.edu/tudsc/2020/11/13/types-of-vr-research>
- Kukshinov, E. (2016). Two Sides of the Same Immersion. Media Psychology Review. Vol 10(1). Retrieved from <http://mprcenter.org/review/two-sides-of-the-same-immersion>
- Kukshinov, E. (2015). Phenomenon of Media Immersion. Medi@lmanac, №1 (66), p.32-39 (in Russian)
- Kukshinov, E. (2013). The Mediatization of Youth as a Factor in Reducing Political Participation in Modern Democracies. MSU Bulletin, Series 12, Political science, №6 (in Russian)

PROFESSIONAL REFERENCES

1) **Dr. Lennart E. Nacke**, Full Professor of Human-Computer Interaction in the Stratford School of Interaction Design and Business, and the Department of Communication Arts, and Director of the HCI Games Group (University of Waterloo) - len@uwaterloo.ca (postdoc supervisor)

2) **Dr. Nicholas Bowman**, Associate Professor of the Newhouse School of Public Communications (Syracuse University) - nbowman@syr.edu (collaborator)

3) **Dr. Brendan Rooney**, Assistant Professor in the UCD School of Psychology and Director of the Media and Entertainment Psychology Lab (University College of Dublin) - brendan.rooney@ucd.ie (collaborator)

4) **Dr. Susanne Poeller**, Assistant Professor in Human-Centred Computing in the Department of Information and Computing Sciences (Utrecht University) - s.poeller@uu.nl (collaborator)

5) **Dr. Daniel Harley**, Assistant Professor in the Stratford School of Interaction Design and Business (University of Waterloo) - dharley@uwaterloo.ca (collaborator)

6) **Dr. Bree McEwan**, Full Professor in the Institute of Communication, Culture, Information and Technology (University of Toronto) - bree.mcewan@utoronto.ca (prospective supervisor)

7) **Dr. Jesse Fox**, Associate Professor in the School of Communication at Ohio State University, and the head of the VECTOR (Virtual Environment, Communication Technology, and Online Research) Lab - fox.775@osu.edu (collaborator)