

Regan Mandryk is a Canada Research Chair (Tier 1) in Digital Gaming and Immersive Social Technologies and Professor of Computer Science at the University of Victoria, Canada. Prior to moving to UVic in 2023, she was a professor at the University of Saskatchewan for 15 years, and a Tier 1 CRC for 3. She has made foundational and significant contributions in modeling the emotional experience and personality of game players, facilitating social connection through innovative game technologies, combating toxicity within multiplayer games, and harnessing games for the assessment and treatment of mental health. Regan led Games research in the Canadian GRAND Network (NCE), led the first ever Canadian graduate training program on games user research (SWaGUR.ca, funded by NSERC CREATE), and was pivotal in establishing the gaming research community within the Association for Computing Machinery (ACM's) Special Interest Group on Computer Human Interaction (SIGCHI)—particularly in co-establishing and leading the ACM CHI PLAY conference and chairing the flagship conference (CHI) in 2018. She was inducted into the Royal Society of Canada's College of New Scholars, Artists and Scientists in 2014, received the University of Saskatchewan New Researcher Award in 2015, the Canadian Association for Computer Science's Outstanding Young Canadian Computer Science Researcher Prize in 2016, the prestigious E.W.R. Steacie Fellowship from NSERC in 2018, was inducted into the SIGCHI Academy in 2023, and received the Canadian Human Computer Communications Society's Achievement Award in 2023.

Her interest in serving on the Dean's search committee is to contribute to selecting the leadership for the Faculty of Engineering and Computer Science, with a particular focus on faculty-level support for research excellence.