

Elliot Millington
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Education

- 2020 – 2023 University of Glasgow
PhD in Psychology
Thesis Title: Sensorily Stressed: Using Virtual Reality Technology to Examine the Relationship between Sensory Sensitivities and Anxiety
Supervisor: Dr David Simmons & Dr Neil McDonnell
- 2019 – 2020 University of Glasgow
MSc in Research Methods of Psychological Science (Distinction)
Dissertation Title: Modelling Heterogeneity of Autistic Traits and Sensory Sensitivities in Typically Developing Populations
Supervisor: Dr David Simmons
- 2015 – 2019 University of Glasgow
MA (SocSci) in Psychology (1st Class Honours)
Dissertation Title: Building a Motivational Profile of Autistic Gamers
Supervisor: Dr Heather Woods

Research Experience

- 2022 – 2023 Academic Researcher
Edify
A part-time role supporting Edify's research and development goals. Projects include exploring different methods of gaze detection for estimating engagement in Virtual Reality and investigating how differing levels of detail of virtual avatars impact emotion recognition.
- 2019 – 2020 UX Research Intern
University of Glasgow
Supervised by Dr Joanna Wincenciak. A six-month position applying eye-tracking and qualitative research methods to analyse user experiences of a Virtual Learning Environment.
- 2018 Research Assistant
University of Glasgow
Supervised by Dr David Simmons. A three-month funded position in collaboration with the Glasgow Science Centre using item analysis techniques to investigate the sensory features of children.

Publications

- Millington, E.**, Hayashibara, E., Arthur, T., Husselman, T., Savickaite, S., Taylor, R. (2022). Neurodivergent Participatory Action Research in Virtual Reality (VR). *Journal of Enabling Technologies*. Vol. ahead-of-print No. ahead-of-print. <https://doi.org/10.1108/JET-05-2022-0037>
- Savickaite, S., Arthur, T., **Millington, E.**, Husselman, T., Taylor, R., Hayashibara, E. (2022). Applications of Virtual Reality (VR) in Autism Research: Current trends and taxonomy of definitions. *Journal of Enabling Technologies*. Vol. ahead-of-print No. ahead-of-print. <https://doi.org/10.1108/JET-05-2022-0038>
- Millington, E.**, Simmons, D.R. & Cleland Woods, H. (2022). Brief Report: Investigating the Motivations and Autistic Traits of Video Gamers. *J Autism Dev Disord* 52, pp 1403–1407 <https://doi.org/10.1007/s10803-021-04994-x>
- Savickaite, S., McNaughton, K., Gaillard, E., Amaya, I., McDonnell, N., **Millington, E.**, & Simmons, D. (2021). Exploratory study on the use of HMD virtual reality to investigate individual differences in visual processing styles. *Journal of Enabling Technologies*, 16, pp. 48-69. <https://doi.org/10.1108/JET-06-2021-0028>
- Millington, E.**, & Simmons, D. (2023, July 10). Development and Validation of the Glasgow Sensory Questionnaire Short (GSQ-14). <https://doi.org/10.31234/osf.io/84kgt>
- Savickaite, S., **Millington, E.**, Freeman, C., McMillan, R., McDonnell, N., & Khamis, M. (2022, June 20). ALIVE: Avatar Learning Impact Assessment for Virtual Environments. <https://doi.org/10.31219/osf.io/rmeq8>
- Savickaite, S., **Millington, E.**, Latkovskis, I., Failes, J., Kirkwood, N., & McDonnell, N. (2022, January 11). Virtual Reality (VR) Multi-User Lab for Immersive Teaching. <https://doi.org/10.31234/osf.io/3w4hv>
- Millington, E.**, Brown, L., McMahon, H., Robertson, A. E., & Simmons, D.R. (2021, April 27). Children's Glasgow Sensory Questionnaire (C-GSQ): Validation of a Simplified and Visually Aided Questionnaire. <https://doi.org/10.31234/osf.io/f6bg2>

Awards

2022	Immersive Learning Research Network Award for Innovative Pedagogy
2021	International Society for Autism Research Student and Trainee Award
2020	Best Performing Student in MSc Research Methods Class of 2019–2020
2016	Level 2 Psychology Certificate of Academic Excellence
2015	Alexander Smart Memorial Award
2015	Level 1 Psychology Certificate of Academic Excellence

Conferences and Invited Talks

2023	International Society of Autism Research Poster on GSQ-14: A Short Version of the Glasgow Sensory Questionnaire
2023	It Takes All Kinds of Minds Poster on Preliminary Analysis of Autistic Experiences of Sensory Overload
2022	Applications of Virtual Reality in Autism Research Conference Presentation on 'Neurodivergent Participatory Action Research in Virtual Reality
2022	Annual Conference of the Immersive Learning Research Network Presentation on 'ALIVE: Avatar Learning Impact Assessment for Virtual Environments'
2022	Annual University of Glasgow Learning and Teaching Conference Poster on User design for digital education: a combined UX and eye tracking study evaluating online course in Psychology'
2021	Annual Conference of the Immersive Learning Research Network Presentation on 'Teaching in VR and Cognitive Load: A Teacher's Perspective'
2021	International Society for Autism Research Poster on 'Latent Structure of Sensory Features Across Cultures'
2021	International Society for Autism Research Poster on 'Comparison Between Caregiver and Child Report of Sensory Sensitivities'
2019	Investigating the links between Autism, Anxiety, and Video Games – University of Strathclyde

Related Professional Skills

- Trained and proficient in C++, Java, MATLAB, Python, R, and SQL.
- Experienced using Unity and the Virtual Reality Toolkit for research purposes.
- Skilled at applying a diverse range of models and statistical techniques to experimental and psychometric data.

Non-Academic Work

2022 – present	Information Analyst Glasgow Association of Mental Health Using a Customer Management Database to develop data reports to fulfil charity legal requirements and respond to business needs and development.
2021 – present	PhD Tutor University of Glasgow Assist undergraduate and postgraduate students with the data analysis for their research projects in a combination of structured and unstructured sessions.
2019 – present	Volunteer Activities Support Worker Creatovators CIC Assist the running of a support group for autistic children and their families. Conduct Lego-Therapy sessions promoting pro-social behaviour.

- 2020 – 2022 Academic Communities Coordinator
Sublime Digital Ltd.
Managed academic stakeholders in the development of a VR teaching platform using planned events and personal communications.
- 2020 – 2021 Demonstrator
University of Glasgow
Supervised by Martin Lages. A three-month role developing learning aids for advanced statistics for the School of Psychology. This was done primarily using R Markdown and Shiny.

Academic Services

- 2021 – 2023 Applications of Virtual Reality in Autism Research Conference Organisation
Committee Member
- 2021 – 2023 University of Glasgow Autism Journal Club Seminar Series Organiser
2022 Guest Editor for Journal of Enabling Technologies

Professional Affiliations

- 2019 – present Graduate Member of the British Psychological Society
2019 – present Student Member of the International Society for Autism Research

References

Dr David Simmons

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Dr Neil McDonnell

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Dr Heather Cleland Woods

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