

Alex Lotsos

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EDUCATION

Ph.D. in Computer Science and Learning Science

2021 – Present

Northwestern University, Evanston, IL

Dissertation: Conceptual Change in the HCI Classroom: How Computing and Engineering Develop Interaction Design Expertise

M.S. in Integrated Design and Media

2016 – 2018

New York University, New York, NY

Thesis: Tailwind: Creating a Teacher-Friendly Game for Vector Mathematics

B.A. in Mathematics and Philosophy

2012 – 2016

Boston University, Boston, MA

TEACHING EXPERIENCE

Instructor of Record

LRN_SCI 425: Introduction to Design for the Learning Sciences

Spring 2026

Northwestern University

COMP_SCI 330: Human-Computer Interaction

Summer 2024 - Summer 2026

Northwestern University

DM-UY 4913: Game Development with Unity

Summer 2019

New York University

DM-UY 1133: Creative Coding

Spring 2019

New York University

Teaching Assistant

LRN_SCI 451: Computational Methods for the Learning Sciences

Winter 2025

Northwestern University

COMP_SCI 413: Tangible Interaction Design & Learning

Spring 2023 - Spring 2024

*Northwestern University***COMP_SCI 330: Human-Computer Interaction**

Fall 2023 - Fall 2024

*Northwestern University***COMP_SCI 211: Fundamentals of Computer Programming 2**

Winter 2024

*Northwestern University***COMP_SCI 111: Fundamentals of Computer Programming 1**

Fall 2022

*Northwestern University***DM-UY 1133: Creative Coding**

Summer 2017 - Spring 2018

*New York University***Professional Development****Professional Certificate in AR/VR Development and 3D Graphics**

Fall 2021

*NYU Tandon Online & Emeritus***RESEARCH****Conference & Journal Papers**

John Chen, **Alexandros Lotsos**, Sihan Cheng, Caiyi Wang, Lexie Zhao, Jessica Hullman, Bruce Sherin, Uri Wilensky, Michael Horn. (2025). "A Computational Method for Measuring "Open Codes" in Qualitative Analysis". *arXiv*.

John Chen, **Alexandros Lotsos**, Grace Wang, Lexie Zhao, Bruce Sherin, Uri Wilensky, Michael Horn. (2025). "Processes Matter: How ML/GAI Approaches Could Support Open Qualitative Coding of Online Discourse Datasets". *Proceedings of the 18th International Conference on Computer-Supported Collaborative Learning - CSCL 2025*.

Alexandros Lotsos, Yizhu Wang, Michael Stephen Horn. (2025). "Conceptions of Design Practice From Academy to Industry: Implications for HCI and Design Education". *Proceedings of the 7th Annual Symposium on HCI Education*.

Chen-Wei Yu, Yun-Shiuan Chuang, **Alexandros Lotsos**, Tabea Meier, Claudia M. Haase. (2025). "The More Similar, the Better? Associations Between Latent Semantic Similarity and Emotional Experiences Differ Across Conversation Contexts". *Journal of Language and Social Psychology*.

John Chen, **Alexandros Lotsos**, Lexie Zhao, Grace Wang, Uri Wilensky, Bruce Sherin, Michael Horn. (2024). "Prompts Matter: Comparing ML/GAI Approaches for Generating Inductive Qualitative Coding Results". *arXiv*.

Posters & Presentations

John Chen, **Alexandros Lotsos**, Lexie Zhao, Grace Wang, Uri Wilensky, Bruce Sherin, Michael Stephen Horn. (2025). "Navigating Pathways for Automated Inductive Coding with Generative AI/Topic Modeling: An Exploratory Study". *American Educational Research Association (AERA)*.

Alexandros Lotsos, John Chen, Lexie Zhao, Grace Wang, Uri Wilensky, Bruce Sherin, Michael Stephen Horn. (2025). "Exploring ML/GAI Approaches for Inductive Qualitative Coding". *Symposium on AI, Education, and the Learning Sciences*.

John Chen, **Alexandros Lotsos**. (2024). "When LLMs Meet Grounded Theory: Generate and Evaluate Open-Ended Qualitative Codes through Human-AI Collaboration". *Human-Computer Interaction Consortium (HCIC)*.

AWARDS & GRANTS

Peter and Adrienne Barris Outstanding Teaching Assistant Award	2023
Northwestern University Segal Design Fellowship	2022 - 2023
NYC Media Lab XR Startup Grant	2018
New York University Prototyping Fund	2017
New York University Graduate School of Engineering Scholarship	2016 - 2018
Boston University Merit-based Based Scholarship for Undergraduate Studies	2012 - 2016

PROFESSIONAL EXPERIENCE

Co-Founder & Lead Developer

Aug 2018 - Jun 2021

Unseen Media, New York, NY

- Developed AR-enabled tabletop gaming experiences using full-stack and web XR technologies.
- Raised over \$150k in seed funding through investment, grants, and prizes.
- Selected as one of 10 companies to participate in the 2019 NYC Media Lab XR Startup Bootcamp and the RLab Beta Residency program.

Curriculum Developer & Instructor

Aug 2020 - Jan 2021

RLab, New York, NY

- Developed original syllabi covering linear algebra, game development, and augmented reality development as part of the RLab XR Bootcamp.
- Collaborated with instructional designers to plan, produce, and film educational material for online learning environments.
- Defined learning objectives and created accompanying assessment tools for courses.

Professional Presentations

Lotsos, A., Judge, A., Hui, B.. (2019). "The Applications of Emerging Technologies to Tabletop Gaming". *NYC Media Lab Summit 2019 (Demo)*.

Lotsos, A., Judge, A., Hui, B.. (2019). "Alternate Reality Meets Augmented Reality in Tabletop Gaming". *Augmented World Expo (AWE) 2019*.

Hui, B., Judge, A., **Lotsos, A.**.. (2018). "Unseen Media Startup Pitch". *NYC Media Lab: Exploring Future Reality 2018*.

Lotsos, A., Judge, A., Hui, B.. (2018). "The Dyatlov Files: An AR-Enabled Tabletop Mystery Game". *NYVR Expo 2018 (Demo)*.