

Christine Marmoy

My work is embedded in the principles of lived experience, inclusion, neurodiversity, and agency. As a researcher, I am interested in the strategies neurodivergent young people develop to self-regulate their sensory sensitivities and emotions through online technologies. As a researcher-parent, my work focuses on how playing video games affords parents and their neurodivergent children the ability to connect, bond, and understand each other.

Contact

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📀 | Glasgow, UK

Research Skills

- Qualitative Methodologies:
 Phenomenology, Interpretative
 Phenomenological Analysis, Grounded
 Theory, Case Study, Thematic Analysis
- Qualitative Methods: interviews, focus groups, close observations, mother-son dyadic dialogue, participatory and creative methods (online and offline)
- Project Management and Stakeholder engagement
- Reporting, writing, and presenting research to diverse audiences

Education

2020 - present	PhD in Education (expected completion date 12/2024) University of Strathclyde
	Thesis: The Autcraft World - Phenomenological Exploration of the Autistic Gamer's Learning Experience
	Supervisors: Dr Anna Robinson & Dr Katja Frimberger
2019 - 2020	MSc in Science of Autism (Distinction) University of Strathclyde
	Dissertation: The World I Sense is the World I Live in!
	Supervisors: Dr Anna Robinson
	Award: Highest grade for MSc Dissertation session 2019-2020

📍 Research Experience

2023 - 2024	Autism Course Support , University of Strathclyde Dissertation supervisor on MSc Education
2023 - 2024	 Research Assistant, University of Strathclyde Creative Autistic Trauma Stories (CATS) Healing Art Model. Supervised by Dr Anna Robinson. Roles: Conceptualised project online identity and built website. Contributed to the design of the Neurodiversity Affirmative Relational Inquiry workshop.
2022 - 2022	Conference Assistant, University of Strathclyde Trauma through Lived Experience Healing Centred Conference. Supervised by Dr Anna Robinson. Roles: Organised online conferences. Created promotional materials. Planned promotional campaign on Social Media.

Conferences & Posters

2024	Gatlinburg Symposium (USA) - Panel presentation on Navigating Autistic Adolescence: Insights, Interventions, and Innovations.
2023	CatVana Learning Center (Spain) - Presentation on The Autcraft Pedagogy: Minecraft as a tool and a space for learning.
2022	Games for Changes Asia-Pacific (Australia) - International conferences.

Training

- Preparing, applying, managing, and monitoring grants, Engage Renfrewshire (2022)
- Creative and computational methods for working with digital footprint data, University of West Scotland (2022)
- Autism in Qualitative Research: facilitating inclusion and participation of autistic people as a marginalised group in research, Scottish Graduate School for Arts and Humanities (2021)

Technical Skills

- NVIVO, MAXQDA, Qualtrics, Notion, Scrivener, Microsoft Suite
- WordPress, Minecraft, OBS Studio, Camtasia, R
- Facebook, Instagram, Threads, X, Bluesky, YouTube, TikTok
- French, English, Spanish (moderate)

Competencies

- Organisation
- Communication
- **T**eamwork
- Meeting deadlines
- Critical thinking

2022	Spring Doctorate Showcase (Scotland) - Presentation on Minecraft and Autistic Gamers, a Phenomenological Research, University of Strathclyde.
2022	Autism Journal Club (Scotland) - Presentation on Autistic Sensory Experience in the Video Game Minecraft, University of Glasgow.
2021	Scottish Autism Research Group (Scotland) - Poster presentation on The Autistic Sensory Experience in the Physical and Virtual Worlds.
2021	The Neurodiversity Celebration Week (UK) - Video interviews and conferences with neurodivergent researchers from Australia, USA, and UK sharing their lived experiences of neurodivergence in academia.

Publication

Marmoy, C. & Robinson, A. (2024). Autistic Sensory Self-Regulation in Minecraft: Single-Case Study using a Parent-Gamer Dyadic Method. *International Journal of Child-Computer Interaction* (forthcoming).

Professional Experience

Before joining the University of Strathclyde as a Master's student and PhD candidate, I worked in the financial and business development industry. In this capacity, I oversaw each project's life cycle from the case study (focus groups to determine users' requirements), feasibility study (cost analysis/budget, resource allocation, and timeline), business specification study (specification document translating users requirements in technical terms for software engineers), technical specification study (review, negotiate, and validate the technical design process), project implementation, user acceptance testing (identify major bugs), user experience testing (evaluate usability), pilot study (system testing by selected Beta-users), to project launch (including, phasing update releases, minor bugs fixing, and change requests). In these roles I was called to manage staff from different nationalities, cultures, and languages (in office and long distance). Working between software engineers (developers) and financial advisers (users), I learned to communicate and negotiate with people with different perspectives and understandings.

Community Engagement

PGR Representative for for students in Applied Autism Research and all neurodivergent students in the School of Education, University of Strathclyde (2023-2024).

PGR Mentor for new students in Applied Autism Research, University of Strathclyde (2022-2023).

Peer Reviewer at the 4th Strathclyde Doctoral School Multidisciplinary Symposium (2022).

Autcraft Community, active member (2022 - ongoing)

ADHD Intersectional Neurodiversity Reading Group, member (2022 – ongoing).

PGR Representative for students in Applied Autism Research, University of Strathclyde (2021-2024).

Founded the Neurodiversity Network at University of Strathclyde (2021).

Organised the Neurodiversity Celebration Week in collaboration with University of Glasgow (2021).

Doctoral Researchers Group, University of Strathclyde, senior member (2019 – ongoing).