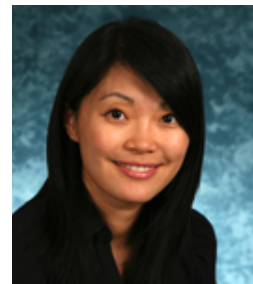


Jichen Zhu, Ph.D.



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address: 3501 Market Street #220G
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Current Position

Assistant Professor, Drexel University 08.2011 – present
Digital Media, Antoinette Westphal College of Media Arts & Design;
Courtesy joint appointment with Department of Computer Science, College of Computing & Informatics

Education

Georgia Institute of Technology | Atlanta, GA 2009
Ph.D. in Digital Media
Dissertation: “Intentional Systems and the Artificial Intelligence (AI) Hermeneutic Network: Expressive Intentional System Theory and Design”
Advisor: Dr. D. Fox Harrell
Committee: Dr. Jay Bolter, Dr. Kenneth Knoespel, Dr. Michael Mateas (UCSC), and Dr. Nick Montfort (MIT)

Georgia Institute of Technology | Atlanta, GA 2009
M.S. in Computer Science

Carnegie Mellon University | Pittsburgh, PA 2004
Master of Entertainment Technology

McGill University | Montreal, QC, Canada 2002
B.S. in Architecture

Research Grants & Funding

War of the Worlds: Philadelphia 2015-16
Description: A public interactive-narrative-based performance art project
Source: William Penn Foundation
Amount: \$ 348,319
Role: Co-PI

EXP: Learning Parallel Programming Concepts Through an Adaptive Game 2015-18

Source: National Science Foundation, IIS-1523116
Amount: \$549,770
Role: Co-PI

TakeControl: A Just in Time Adaptive Intervention Smartphone App for Binge Eating Disorder 2015-16

Source: Drexel Ventures Innovation Fund, Drexel University
Amount: \$75,000
Role: Co-PI

A Companion Smartphone App to Enhance Dietary Adherence through Predictive Machine Learning 2014-15

Source: The Obesity Society (external)
Amount: \$ 40,000
Role: Co-PI

Variable Space-Studying Spatial Interpretation through Dance, Drawing and Digital Media 2014-15

Source: ExCITe Center Seed Fund, Drexel University
Amount: \$ 5,000
Role: Co-PI

EAGER: TAEMILE: Towards Automating Experience Management in Interactive Learning Environments 2013-15

Source: National Science Foundation, IIS-1349082
Amount: \$ 149,999
Role: PI

Interactive Social Stories: Using Computational Narratives to promote Stimulus Generalization in Autism Intervention 2013-14

Source: Social Science Research Fund, Drexel University
Amount: \$15,000
Role: PI

Westphal College Creativity Fund 2013

Source: Westphal College of Media Arts & Design, Drexel University
Amount: \$24,000
Role: PI

Westphal College Faculty Mini-Grant 2012

Source: Westphal College of Media Arts & Design, Drexel University
Amount: \$3,000
Role: PI

Digital Humanities Research Grant 2010

Source: Center for Humanities and Digital Research, University of Central Florida

Amount: \$1,000

Role: PI

Journal Publications

- [J.08] J. Valls-Vargas, **J. Zhu** and S. Ontañón, "Error Analysis in an Automated Narrative Information Extraction Pipeline," *IEEE Transactions on Computational Intelligence and AI in Games (T-CIAIG)*, under review.
- [J.07] P. Sockolow, S. Schug, **J. Zhu**, T.J. Smith, Y. Senathirajah, and S. Bloom, "At-Risk Adolescents as Experts in a New Requirements Elicitation Procedure for the Development of a Smart Phone Psychoeducational Trauma-Informed Care Application," *Informatics for Health and Social Care*, in press.
- [J.06] **J. Zhu** and S. Ontañón, "Shall I Compare Thee to Another Story: An Empirical Study of Analogy-Based Story Generation," *IEEE Transactions on Computational Intelligence and AI in Games (T-CIAIG), Special Issue on Computational Narratives*, vol. 6, pp.216-27, 2014.
- [J.05] **J. Zhu** and D. F. Harrell, "Narrating System Intentionality: Copycat and the Artificial Intelligence Hermeneutic Network," *Leonardo Electronic Almanac*, vol. 17, 2012. <http://www.leoalmanac.org/vol17-no2-narrating-system-intentionality>.
- [J.04] **J. Zhu** and D. F. Harrell, "Computational Narration of Inner Thought: Memory, Reverie Machine," *Hyperrhiz: New Media Cultures*, 2011. <http://www.hyperrhiz.net/hyperrhiz08/essays/computational-narration-of-inner-thought-memory-reverie-machine.html>
- [J.03] L. Lam, D. C. Bellavia, X.-P. Han, C.-H. A. Liu, C.-Q. Shu, Z. Wei, T. Zhou and **J. Zhu**, "Bilinear Effect in Complex Systems," *Europhysics Letter*, vol. 91. pp.68004, 2010.
- [J.02] K. J. Knoespel and **J. Zhu**, "Continuous Materiality through a Hierarchy of Computational Codes," *Traduction(s)*, vol. 25, pp. 235-247, 2008.
- [J.01] K. J. Knoespel and **J. Zhu**, "Continuous Materiality Through a Hierarchy of Computational Codes," *Fiberculture*, issue 11, 2008.

Conference Publications (Peer-Reviewed)

- [C.44] K. Chen, C. Guevara, E. Burch and **J. Zhu**, "Remembrance: Making Player Character's Inner World Playable," in *Proceedings of the 2015 ACM SIGCHI Annual Symposium on Computer-Human Interaction in Play (CHI PLAY)*, London, UK, 2015, pp. 759-762.
- [C.43] J. Baranoski, E. Kleinman, Z. Wang, M. Tucker, J. Ahnert, J. Schell, R. Doshi, S. Rank and **J. Zhu**, "Matsya: A Cultural Game of Balance and Flow," in *Proceedings of the 2015 ACM SIGCHI Annual Symposium on Computer-Human Interaction in Play (CHI PLAY)*, London, UK, 2015, pp. 751-754. **Won the Runner-Up Award at the CHI PLAY 2015 Student Game Design Competition.**

- [C.42] G. Mushio, **J. Zhu** and A. Foster, “Revitalizing Peale’s Museum as a Digital Interactive Learning Environment,” in *Proceedings the Digital Heritage International Congress 2015 (DH’15)*, Granada, Spain, 2015, in press.
- [C.41] J. Valls-Vargas, S. Ontañón and **J. Zhu** and, “Exploring Player Trace Segmentation for Dynamic Play Style Prediction,” in *Proceedings the Eleventh AAI Conference on Artificial Intelligence and Interactive Digital Entertainment (AIIDE-15)*, Santa Cruz, 2015, pp. 93-99. (acceptance rate: 28%). **Nominated for Best Student Paper Award.**
- [C.40] S. Ontañón, E. Plaza and **J. Zhu**, “Argument-based Case Revision in CBR for Story Generation,” in *Proceedings of International Conference on Case-based Reasoning (ICCBR)*, Frankfurt, Germany, 2015, pp. 290-305.
- [C.39] J. Valls-Vargas, **J. Zhu** and S. Ontañón, “Narrative Hermeneutic Circle: Improving Character Role Identification from Natural Language Text via Feedback Loops,” in *Proceedings of the International Joint Conferences on Artificial Intelligence (IJCAI-2015)*, Buenos Aires, Argentina, 2015, pp. 2517-2523. (acceptance rate: 28.8%)
- [C.38] J. Valls-Vargas, A. Khal, J. Patterson, G. Muschio, A. Foster, **J. Zhu**, “Designing and Tracking Play Styles in Solving the Incognitum,” in *Proceedings of the Games+Learning+Society 11 Conference (GLS 11)*, 2015, pp. 241-247. (acceptance rate: 32%)
- [C.37] **J. Zhu**, A. Foster, G. Mushio, J. Patterson, J. Valls-Vargas, D. Newman, “Designing Solving the Incognitum: Toward Automatic Co-regulation based on Play Style in Educational Games,” in *Proceedings of the 2014 International Academic Conference on Meaningful Play*, in press
- [C.36] T. Goldman and **J. Zhu**, “Using Video Games to Facilitate Understanding of Attention Deficit Hyperactivity Disorder: A Feasibility Study,” in *Proceedings of the 2014 ACM SIGCHI Annual Symposium on Computer-Human Interaction in Play (CHI PLAY)*, 2014, pp. 115-120 (acceptance rate: 29%)
- [C.35] A. M. Duff, J. Ma, S. Sepelak, A. Uriarte, W. Wu and **J. Zhu**, “Herbert: a motion-controlled mobile game,” in *Proceedings of the 2014 ACM SIGCHI Annual Symposium on Computer-Human Interaction in Play (CHI PLAY)*, 2014, pp. 331-334.
- [C.34] N. Lyon, J. Valls-Vargas, C. Guevara, N. Shao, J. Zhu, and **J. Zhu**, “Little Newton: an educational physics game,” in *Proceedings of the 2014 ACM SIGCHI Annual Symposium on Computer-Human Interaction in Play (CHI PLAY)*, 2014, pp.351-354.
- [C.33] S. Snodgrass, B. Goldberg, A. Evans, B. Packard, C. Lu, and **J. Zhu**, “Canvas Obscura,” in *Proceedings of the 2014 ACM SIGCHI Annual Symposium on Computer-Human Interaction in Play (CHI PLAY)*, 2014, pp. 379-382.
- [C.32] C. Cunanan and **J. Zhu**, “wanted:Guild, Depicting Hardcore Gaming Culture in Virtual Reality,” in *Proceedings of the 2014 ACM SIGCHI Annual Symposium on Computer-Human Interaction in Play (CHI PLAY)*, 2014, pp.407-408.

- [C.31] **J. Zhu**, J. Connell, C. M. Kerns, N. Lyon, N. Vecere, D. Lim, C. Myers, "Toward Interactive Social Stories for Children with Autism," in *Proceedings of the 2014 ACM SIGCHI Annual Symposium on Computer-Human Interaction in Play (CHI PLAY)*, 2014, pp. 453-454.
- [C.30] **J. Zhu**, A. Foster, G. Mushio, J. Patterson, J. Valls- Vargas, D. Newman, "Towards Balancing Learner Autonomy and Pedagogical Process in Educational Games," in *Proceedings of the 2014 ACM SIGCHI Annual Symposium on Computer-Human Interaction in Play (CHI PLAY)*, 2014, pp. 455-456.
- [C.28] J. Valls-Vargas, **J. Zhu** and S. Ontañón, "Toward Automatic Role Identification in Unannotated Folk Tales," in *Proceedings of the Tenth AAAI Conference on Artificial Intelligence and Interactive Digital Entertainment (AIIDE-14)*, 2014, pp.188-194.
- [C.27] J. Patterson, A. Foster and **J. Zhu**, "Game Design and Player Metrics for Player Modeling in Adaptive Educational Games," in *Proceedings of the Games+Learning+Society 10 Conference (GLS 10)*, 2014, pp. 182-186.
- [C.26] G. J. Winters and **J. Zhu**, "Guiding Players through Structural Composition Patterns in 3D Adventure Games," in *Proceedings of the 9th International Conference on the Foundations of Digital Games (FDG 2014)*. (**Exemplary full paper**, top 16%)
- [C.25] Y. Zhu and **J. Zhu**, "StoryJam: Supporting Collective Storytelling with Game Mechanics," in *Proceedings of the Sixth International Conference on Interactive Digital Storytelling (ICIDS 2013)*, Istanbul, Turkey, 2013, pp.261-264.
- [C.24] **J. Zhu** and S. Ontañón, "Evaluating Analogy-Based Story Generation: An Empirical Study," in *Proceedings of the Ninth AAAI Conference on Artificial Intelligence and Interactive Digital Entertainment (AIIDE-13)*, 2013, pp.198-205.
- [C.X *] G. J. Winters and **J. Zhu**, "Attention Guiding Principles in Adventure Games," in *Proceedings of the 40th International Conference and Exhibition on Computer Graphics and Interactive Techniques (SIGGRAPH 2013) Posters*, in press. (**ACM Student Research Competition Semi-Finalist, top 15 out of 116**) (*paper retracted due to schedule conflict to attend the conference)
- [C.23] J. Valls-Vargas, S. Ontañón, and **J. Zhu**, "Towards Story-Based Content Generation: From Plot-Points to Maps," in *Proceedings of the IEEE Conference on Computational Intelligence and Games (CIG-2013)*, 2013, pp. 17-24.
- [C.22] **J. Zhu**, "Designing An Interdisciplinary User Evaluation for the *Riu* Computational Narrative System," in *Proceedings of the Fifth International Conference on Interactive Digital Storytelling (ICIDS)*, San Sebastian, Spain, 2012, pp. 126-131.
- [C.21] **J. Zhu**, "Towards a New Evaluation Approach in Computational Narrative Systems," in *Proceedings of the Third International Conference on Computational Creativity*, Dublin, Ireland, 2012, pp. 150-154.
- [C.20] **J. Zhu**, K. Ingraham, and J. M. Moshell, "Back-Leading through Character Status in Interactive Storytelling," in *Proceedings of the Fourth International Conference on Interactive Digital Storytelling (ICIDS 2011)*, Vancouver, Canada, 2011, pp. 31-36.

- [C.19] J. H. Sizemore and **J. Zhu**, “Interactive Non-Fiction: Towards a New Approach for Storytelling in Digital Journalism,” in *Proceedings of the Fourth International Conference on Interactive Digital Storytelling (ICIDS 2011)*, Vancouver, Canada, 2011, pp. 313-316.
- [C.18] **J. Zhu**, K. Ingraham, J. M. Moshell, and S. Ontañón, “Towards a Computational Model of Character Status in Interactive Storytelling,” in *Proceedings of the 8th ACM Conference on Creativity and Cognition*, Atlanta, GA, 2011, pp. 409-410.
- [C.17] S. Ontañón and **J. Zhu**, “The SAM Algorithm for Analogy-Based Story Generation,” in *Proceedings of the Seventh AAAI Conference on Artificial Intelligence and Interactive Digital Entertainment (AIIDE 2011)*, Palo Alto, CA, 2011, pp. 67-72.
- [C.16] **J. Zhu**, S. Ontañón, and B. Lewter, “Representing Game Characters' Inner Worlds through Narrative Perspectives,” in *Proceedings of the 6th International Conference on the Foundations of Digital Games (FDG 2011)*, Bordeaux, France, 2011, pp. 204-210.
- [C.15] S. Ontañón and **J. Zhu**, “On the Role of Domain Knowledge in Analogy-Based Story Generation,” in *Proceedings of the Twenty-Second International Joint Conferences on Artificial Intelligence (IJCAI-2011)*, Barcelona, Spain, 2011, pp. 1717-1722.
- [C.14] **J. Zhu**, J. M. Moshell, S. Ontañón, E. Erbiceanu, and C. Hughes, “Why can't a virtual character be more like a human: A mixed initiative approach to believable agents,” in *Proceedings of HCI International 2011*, Orlando, FL, 2011, pp. 289-296.
- [C.13] S. Ontañón and **J. Zhu**, “Story and Text Generation through Computational Analogy in the Riu System,” in *Proceedings of AI and Interactive Digital Entertainment Conference (AIIDE 2010)*, 2010, pp.51-56.
- [C.12] **J. Zhu** and S. Ontañón, “Story Representation in Analogy-Based Story Generation,” in *Proceedings of the IEEE Conference on Computational Intelligence and Games (CIG 2010)*, 2010, pp.435-442.
- [C.11] **J. Zhu**, “Towards a Computational Narration of Inner World,” in *Proceedings of the 2010 Digital Humanities Conference (DH 2010)*, 2010, pp.273-276.
- [C.10] **J. Zhu** and S. Ontañón, “Towards Analogy-Based Story Generation,” in *Proceedings of the First International Conference on Computational Creativity (ICCC X)*, 2010, pp. 75-84.
- [C.09] **J. Zhu** and D. F. Harrell, “System Intentionality and the Artificial Intelligence Hermeneutic Network: The Role of Intentional Vocabulary,” in *Proceedings of DAC'09: Digital Arts and Culture*, 2009.
- [C.08] **J. Zhu** and D. F. Harrell, “Memory, Reverie Machine: Towards a Dance of Agency in Interactive Storytelling,” in *Proceedings of the International Symposium on Electronic Art (ISEA) Conference*, 2009.
- [C.07] D. F. Harrell, D. Upton, R. Shemaka, B. Medler, and **J. Zhu**, “DefineMe – Chimera: A Cognitive and Computational Approach to Critical Digital Identity Representation in Social Networking Applications,” in *Proceedings of the 2009 Digital Humanities Conference*, 2009, pp.103-35.
- [C.06] **J. Zhu** and D. F. Harrell, “The Artificial Intelligence (AI) Hermeneutic Network: A New Approach to Analysis and Design of Intentional Systems,” in *Proceedings of the 2009 Digital Humanities Conference*, 2009, pp. 301-4.

- [C.05] D. F. Harrell and **J. Zhu**, "Agency Play: Dimensions of Agency for Interactive Narrative Design," in *proceedings of AAAI 2009 Spring Symposium on Interactive Narrative Technologies II*, Stanford, CA, 2009, pp. 44-52.
- [C.04] **J. Zhu** and D. F. Harrell, "Daydreaming with Intention: Scalable Blending-Based Imagining and Agency in Generative Interactive Narrative," in *Proceedings of AAAI 2008 Spring Symposium on Creative Intelligent Systems*, Stanford, CA, 2008, pp. 156-62.
- [C.03] K. J. Knoespel and **J. Zhu**, "Continuous Materiality: Through a Hierarchy of Computational Codes," in *Proceedings of the Seventh International Digital Arts and Culture Conference*, 2007, pp. 188-98.
- [C.02] W. Bosley, D. Culyba, B. Harger, S. Haskell, A. Hosmer, TJ Jackson, S. Patel, C. Skarulis, P. Stepniewicz, J. Valenti, S. Zayat, E. Leu and **J. Zhu**, "Interbots Initiative: An Extensible Platform for Interactive Social Experiences with an Animatronic Character," in *ACM SIGGRAPH 2005 Emerging Technologies*, 2005, Article No. 9.
- [C.01] S. Haskell, A. Hosmer, E. Leu, P. Stepniewicz, S. Zayat, **J. Zhu**, S. Patel and B. Harger, "An Extensible Platform for Interactive, Entertaining Social Experiences with an Animatronic Character," in *Proceedings of the 2005 ACM SIGCHI International Conference on Advances in Computer Entertainment Technology (CIE)*, 2005, pp.141-8.

Workshop Publications (Peer-Reviewed)

- [W.03] J. Valls-Vargas, S. Ontañón and **J. Zhu**, "Toward Automatic Extraction of Narrative Structure from Natural Language Text," in *Proceedings of the Seventh Workshop on Intelligent Narrative Technologies (INT 7)*, pp.38-44.
- [W.02] J. Valls-Vargas, S. Ontañón, and **J. Zhu**, "Toward Character Role Assignment for Natural Language Stories," in *Proceedings of the Sixth Workshop on Intelligent Narrative Technologies (INT 6)*, Boston, MA, 2013, pp.101-4.
- [W.01] S. Ontañón, **J. Zhu**, and E. Plaza, "Case-Based Story Generation through Story Amalgamation," in *Proceedings of 2012 ICCBR TRUE workshop (Traces for Reusing Users' Experiences - Cases, Episodes, and Stories)*, Lyon, France, 2012, pp. 223-32.

Book Chapters

- [B.02] **J. Zhu**, "Dialogue Systems," in *Johns Hopkins Guidebook to the Digital Humanities*, M.-L. Ryan, L. Emerson, and B. Robertson, Eds., Baltimore: Johns Hopkins University Press, pp. 130-132
- [B.01] **J. Zhu** and D. F. Harrell, "A Journey along the Borderland: A Critical Approach to Artificial Intelligence-Based Literary Practice" in *Arts: A Science Matter*, L. Lam, Ed., Singapore: World Scientific, 2011, pp. 222-246.

Conference Presentations (Peer-Reviewed)

- [P.08] P. S. Sockolow, S. Schug, T.J. Smith, **J. Zhu**, C. Yang, Y. Senathirajah, S. Bloom, “User-centered participatory design with at-risk teens of a psycho-educational mHealth interactive story to reduce risky sexual behavior,” presented at the American Public Health Association Conference, New Orleans, LA, November 2014.
- [P.07] **J. Zhu**, A. Foster, and G. Muschio, “Towards Balancing Learner Autonomy and Pedagogical Process in Educational Games,” presented at the 6th Digital Games Research Association (DiGRA) Conference, Atlanta, GA, August 2013.
- [P.06] G. J. Winters, **J. Zhu**, “Attention Guiding Principles in Adventure Games,” presented in the 40th International Conference and Exhibition on Computer Graphics and Interactive Techniques (SIGGRAPH 2013), Anaheim, CA, July 2013.
- [P.05] **J. Zhu**, “Integrating Empirical Literary Studies into the Evaluation of Computational Narrative,” presented in the Thirteenth Biennial Conference of International Society for the Empirical Study of Literature and Media (IGEL 2012), Montreal, Quebec, Canada, July 2012.
- [P.04] **J. Zhu**, “Like Water for Chocolate: Analogy-Based Computational Narrative,” presented in the “Electrifying Literature: Affordances and Constraints,” the Fifth Biennial Conference of the Electronic Literature Organization (ELO), Morgantown, WV, June 2012.
- [P.03] **J. Zhu**, “Machine Subjectivity, Politics and Digital Arts,” presented in *The 4th International Conference & Festival of the Electronic Literature Organization (ELO_AI: Archive & Innovate)*, Providence, RI, June 2010.
- [P.02] **J. Zhu** and D. F. Harrell, “Narrating Artificial Daydreams, Memories, Reveries: Toward Scalable Intentionality in Expressive Artificial Intelligence Practice,” presented in *Visionary Landscapes: Electronic Literature Organization Conference 2008*, Vancouver, WA, May 2008.
- [P.01] C. B. Leggon, K. Knoespel, W. Pearson and **J. Zhu**, “The marginalization of women in science, technology, engineering and mathematics: a global perspective,” presented at The Second International Conference on Multicultural Discourses, Hangzhou, China, 2007.

Dissertation

- [D.01] **J. Zhu**, "Intentional Systems and the Artificial Intelligence (AI) Hermeneutic Network: Expressive Intentional System Theory and Design," in School of Literature, Communication, and Culture. Ph.D. Dissertation. Atlanta: Georgia Institute of Technology, 2009.

Magazines & Others (Non-Peer-Reviewed)

- [O.02] M. Riedl, G. R. Sukthankar, A. Jhala, **J. Zhu**, S. Ontañón, M. Buro, D. Churchill: The Eighth AAAI Conference on Artificial Intelligence and Interactive Digital Entertainment. *AI Magazine* Vol. 34, pp. 87-89, 2013.
- [O.01] O. Gown, A. Eigenfeldt, R. A. HodHod, P. Pasquier, R. Swanson, S. G. Ware, **J. Zhu**: Reports on the 2012 AIIDE Workshops. *AI Magazine*, vol. 34, pp. 90-92, 2013.

Invited Talks

- [T.09] “Towards an Aesthetics of Adaptivity: A Narrative Approach” | University of California, Santa Cruz | 03.19.2015
- [T.08] “Games, Artificial Intelligence, and Health Care” | Industry-Academia Innovation Collaboration on Advanced Analytics and Digital Solutions, Drexel University | 10.30.2014
- [T.07] “Analogy-Based Story Generation” | Imagination, Computation, and Expression Lab, Comparative Media Studies Program & Computer Science and Artificial Intelligence Laboratory (CSAIL), MIT | 10.21.2013
- [T.06] “From Performance to Engagement: Mixed Methods for Evaluating Computational Narrative” | Center for games and Playable Media, UC Santa Cruz | 05.06.2013
- [T.05] “Like Water for Chocolate: Analogy-Based Computational Narrative” | Artificial Intelligence Seminar, University of Alberta, Edmonton, AB, Canada | 11.25.2011
- [T.04] “Analogy-Based Computational Narrative” (with Dr. Kenneth Knoespel) | Centre de recherches en littérature et cognition, Université de *Paris VIII*, Paris, France | 06.03.2011
- [T.03] “Analogy-Based Computational Narrative” | Intelligent Narrative Mini-Symposium, University of California, Santa Cruz (Organizers: Michael Mateas and Noah Wardrip-Fruin) | 10.18.2010
- [T.02] “Computational Narrative: AI as an Expressive Practice” | Artificial Intelligence Research Institute (IIIA-CSIC), Barcelona, Spain | 06.22.2010
- [T.01] “Computational Narrative as A Critical, Expressive Practice” | School of EECS Seminar Series: 2009-2010, UCF | 04.19.2010

Panels

- [P.05] “Computational Narrative: Exploring the Symbiosis between Sciences, Engineering, Arts, and Design” | Panel of “Cultivating an Ecology of Networked Knowledge and Innovation through Collaborations among Sciences, Engineering, Arts, and Design” | College Art Association National Conference (CAA) | 02.03.2016
- [P.04] “Future of Game AI” | *The 9th International Conference on the Foundations of Digital Games (FDG 2014)* | 04.04.2014
- [P.03] “Computational Storytelling” | Computational Journalism Lecture Series, Tow Center for Digital Journalism, Columbia University, New York, NY | 03.13.2014
- [P.02] “Advice for Doctoral Students” | Doctoral consortium at the Ninth AAAI Conference on Artificial Intelligence and Interactive Digital Entertainment (AIIDE 2013), Boston, MA | 10.18.2013
- [P.01] “Building Storytelling Bridges” | The Fourth International Conference on Interactive Digital Storytelling (ICIDS 2011), Vancouver, Canada | 12.01.2011

Previous Positions

University of Central Florida | Orlando, FL
 Assistant Professor in Digital Media | Department of Digital Media

2010 - 2011

University of Central Florida Orlando, FL Visiting Assistant Professor Department of Digital Media	2009 - 2010
Artificial Intelligence Research Institute (IIIA-CSIC) Spain Visiting Researcher	Summer 2011
Motorola Labs, Motorola Schaumburg, IL Visiting Scholar	Summer 2008

Professional Activities

Journal Editorship

IEEE Transactions on Computational Intelligence and AI in Games Role: Associate Editor	2016- present
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Conference Organization

Twelfth Artificial Intelligence and Interactive Digital Entertainment Conference (AIIDE-16) Role: Workshop Chair	2016
The Intelligent Narrative Technologies Workshop Series Role: Steering Committee	2015 - present
Seventh Workshop on Intelligent Narrative Technologies workshop, (int)7 Role: Co-chair	2014
Eighth Artificial Intelligence and Interactive Digital Entertainment Conference (AIIDE-12) Role: Organizing committee & Co-chair for the First Doctoral Consortium	2012
Fifth Workshop on Intelligent Narrative Technologies workshop (INT 5) Role: Co-chair	2012

Conference Program Committee & Journal Reviewer

Forty Third International Conference and Exhibition on Computer Graphics & Interactive Techniques (SIGGRAPH '16) Art Paper Jury	2016
First Joint International Conference of DiGRA and FDG Senior Program Committee	2016
International Symposium on Electronic Art (ISEA 2015) Program Committee	2015
Tenth International Conference on the Foundations of Digital Games (FDG 2015) Program Committee	2015

Fourth International IEEE International Games and Applications for Health conference Scientific Program Committee	2015
Eighth Workshop on Intelligent Narrative Technologies workshop (INT 8) Program Committee	2015
Tenth AI and Interactive Digital Entertainment Conference (AIIDE-15) Program Committee	2015
<i>IEEE Transactions on Computational Intelligence and AI in Games (T-CIAIG)</i> Journal Reviewer	2015
Tenth AI and Interactive Digital Entertainment Conference (AIIDE-14) Program Committee	2014
Seventh International Conference on Interactive Digital Storytelling (ICIDS 2014) Program Committee	2014
<i>IEEE Transactions on Computational Intelligence and AI in Games (T-CIAIG)</i> Journal Reviewer	2014
Ninth International Conference on the Foundations of Digital Games (FDG 2014) Senior Program Committee	2014
Sixth Workshop on Intelligent Narrative Technologies workshop (INT 6) Program Committee	2013
Sixth International Conference on Interactive Digital Storytelling (ICIDS 2013) Program Committee	2013
IEEE Conference on Computational Intelligence and Games (CIG) 2013 Program Committee	2013
Ninth AI and Interactive Digital Entertainment Conference (AIIDE-13) Program Committee	2013
Sixth Workshop on Intelligent Narrative Technologies workshop Steering Committee & Program Committee	2013
<i>IEEE Transactions on Computational Intelligence and AI in Games (T-CIAIG)</i> Journal Reviewer	2012
ACM SIGCHI Conference on Human Factors in Computing Systems (CHI 2013) Reviewer	2012
IEEE Conference on Computational Intelligence and Games 2012 Program Committee	2012
Twelfth International Conference on Intelligent Virtual Agents (IVA), Special Topic: Story Telling, Narrative and Games Reviewer	2012
Eighth AI and Interactive Digital Entertainment Conference (AIIDE-12) Program Committee	2012

Fifth International Conference on Interactive Digital Storytelling (ICIDS 2012) Program Committee	2012
IEEE Conference on Computational Intelligence and Games (CIG-2012) Program Committee	2012
The ACM conference on Designing Interactive Systems (DIS 2012) Program Committee	2012
<i>Artificial Intelligence: An International Journal</i> Journal Reviewer	2011
ACM SIGCHI Conference on Human Factors in Computing Systems (CHI 2012) Reviewer	2011
Seventh AI and Interactive Digital Entertainment Conference (AIIDE-11) Program Committee	2011
Twenty-second International Joint Conference on Artificial Intelligence (IJCAI-11) Program Committee	2011
IEEE Conference on Computational Intelligence and Games (CIG-2011) Program Committee	2011
The 8th ACM Conference on Creativity and Cognition Program Committee	2011
Fourth International Conference on Interactive Digital Storytelling (ICIDS 2011) Program Committee	2011
Second International Conference on Computational Creativity (ICCC-11) Program Committee	2011
<i>Literary and Linguistic Computing Journal (LLC) – Digital Humanities 2010 Special Issue</i> Journal Reviewer	2010
Eighth International Digital Arts and Culture Conference (DAC 2009) Paper review panel	2009
Seventh International Digital Arts and Culture Conference (PerthDAC 2007) Full paper review panel	2007

Federal Agency Grants Review Panels

National Science Foundation (NSF) Review Panel Role: Panelist	2015
National Science Foundation (NSF) Review Panel Role: Panelist	2014

Membership

Association for the Advancement of Artificial Intelligence (AAAI)
Association for Computers and the Humanities (ACH)
Electronic Literature Organization (ELO)
Higher Education Video Game Alliance

University Service

Digital Media Graduate Program PAR (Program Alignment Review) Committee | 2015.09 – 2016.05
Digital Media Graduate Admission Committee (Inaugural) | 2015.05 – present
Westphal College Research Council | 2013.09 – present
Task Force on the Future of Computing, the Program Alignment and Review Committee | Drexel University | 2013.01 – 2013.05
Digital Media GMAP Search Committee | Drexel University | 2012.09 – 2013.05
Computer Science Department Search Committee | Drexel University | 2012.09 – 2013.05
Digital Media Program Chair Search Committee | Drexel University | 2011.09 – 2012.06
Game Design Committee | Drexel University | 2011.09 – present
Westphal Funded Research Council | Drexel university | 2011.09 – 2012.06
Digital Media Graduate Program Committee | UCF | 2009 – 2010
School of Visual Arts and Design Strategic Plan Committee | UCF | 2011

Teaching

Assistant Professor | Digital Media Program | Drexel University

GMAP/CS 260: Overview of Gaming Fall 12	[Undergrad]
GMAP/CS 345: Game Development Foundations Winter 12	[Undergrad]
DIGM 350: Interactive Storytelling Fall 11, Spring 12, Fall 12, Spring 13, Spring 14	[Undergrad]
DIGM 465: DIGM Senior Lab I Fall 14	[Undergrad]
DIGM 518: Artificial Intelligence and Particle Systems for Visual Effects Fall 11	[Grad]
DIGM 530: Advanced Game Design I Winter 13, Winter 14	[Grad]
DIGM 531: Advanced Game Design II Spring 13, Spring 14	[Grad]
DIGM 671: Gaming II Winter 12	[Grad]

DIGM 680: Thesis Development [Grad]
Winter 13, Fall 13, Winter 14, Fall 15

(Visiting) Assistant Professor | Department of Digital Media | University of Central Florida

DIG 3564: Information Management Entrepreneurship [Undergrad]
Spring 10

DIG 4720: Casual Games [Undergrad]
Spring 11

DIG 5487: Principles of Visual Language [Grad]
Fall 09, Fall 10

DIG 6136: Design for Media [Grad]
Spring 11

DIG 6647: Science Technology of Dynamic Medium [Grad]
Spring 10

Instructor (Graduate Teaching Assistant) | Georgia Tech

LCC 3404: Designing of the Internet [Undergrad]
Fall 04 - Spring 08

Teaching Assistant | Summer Academy for Mathematics and Science (SAMS) Program | Carnegie Mellon University

Introduction to Digital Art
Summer 04

Mentoring

Graduate Student Advising

Josep Valls	Ph.D. in Computer Science, Drexel co-advisor	2012 – present
Chelsea Myers	Ph.D. in Digital Media, Drexel advisor	2016 – present
Bushra Alfaraj	M.S. in Digital Media, Drexel thesis advisor	2015 – present
Ethan Burch	M.S. in Digital Media, Drexel thesis advisor	2015 – present
Erica Kleinman	M.S. in Digital Media, Drexel thesis advisor	2015 – present
Caroline Guevara	M.S. in Digital Media, Drexel thesis advisor	2014 – 2015
Natalie Lyon	M.S. in Digital Media, Drexel thesis advisor	2014 – 2015
Chester Cunanan	M.S. in Digital Media, Drexel thesis advisor	2013 – 2014
Tom Goldman	M.S. in Digital Media, Drexel thesis advisor	2013 – 2014
Justin Patterson	M.S. in Digital Media, Drexel thesis advisor	2013 – 2014
Glenn Winters	M.S. in Digital Media, Drexel thesis advisor	2012 – 2013
Ian Woskey	M.S. in Digital Media, Drexel thesis advisor	2012 – 2013

Yujie Zhu	M.S. in Digital Media, Drexel thesis advisor	2012 – 2013
Hunter Sizemore	M.S. in Digital Media, UCF RA supervisor	2011 – 2012
Brad Lewter	M.S. in Digital Media, UCF RA supervisor	2010 – 2011

Graduate Student Committees

Anna Nguyen	M.S. in Digital Media, Drexel thesis committee	2014 – 2015
Josep Jalbert	M.S. in Digital Media, Drexel thesis committee	2014 – 2015
Ben Goldberg	M.S. in Digital Media, Drexel thesis committee	2014 – 2015
James Hollister	Ph.D. candidate in Computer Science, University of Central Florida dissertation committee	2011 – present
Sam Snodgrass	Ph.D. student in Computer Science, Drexel Candidacy Committee	2014

Drexel Undergraduate Co-op Students Mentoring

Kenneth Chen	Game Art & Production, Westphal	2014
Andrew Kahl	Sociology, College of Arts and Sciences	2014
Lina Luong	Game Art & Production, Westphal	2014
Anthony Meyers	Animation & Visual Effects, Westphal	2014
Katelyn Godfrey	Digital Media, Westphal	2013
Stephen Pettit	Digital Media, Westphal	2013

Undergraduate Senior Project Students Mentoring

Cassy Beasley	Game Art & Production, Drexel	2014
Brittany Gilbert	Game Art & Production, Drexel	2014
Melissa Gruver	Animation & Visual Effects, Drexel	2014
Alex Koepp	Game Art & Production, Drexel	2014
Keith Miller	Web Development & Interaction Design, Drexel	2014
Tyler Venuti-Wood	Game Art & Production, Drexel	2014

Other Mentoring Activities

Sevi Kocagöz	PhD student in Biomedical Engineering, Drexel Mentor for the Drexel Graduate Women in Science & Engineering (DGWISE) Program	2014
Peter Mawhorter	Ph.D. student in Computer Science, UC. Santa Cruz Doctoral Consortium mentor, the Ninth AI and Interactive Digital Entertainment Conference (AIIDE-13)	2013
Rebecca Santoro	B.S/Ph.D. student in ECE, College of Engineering, Drexel Mentor for the Drexel Graduate Women in Science & Engineering (DGWISE) Program	2013

Gabrielle Gatz Freshman Computer Science Student, Drexel 2013
Mentor for the Drexel STAR (Students Tackling Advanced
Research) Scholars program

Selected Student Awards

Graduate Research Award, Drexel University 2015

Description: Natalie Lyon (M.S. Digital Media) won the Research Award by the Office of Graduate Studies at Drexel in AY 2014-2015

Role: Thesis advisor

Outstanding Master's Award, Drexel University 2015

Description: Caroline Guevara's thesis (M.S. Digital Media) won the only university-wide Outstanding Master's Award in Humanities & Social Sciences at Drexel in AY 2013-2014

Role: Thesis advisor

2015 Intel IGDAF Scholar Award, Game Developers Conference 2015

Description: Caroline Guevara won the *Intel International Game Developers Association* scholarship to attend GDC and showcase her games *Indemnity* and *Remembrance*

Role: Thesis advisor & Faculty advisor for *Remembrance*

Gold Award, Game Developers Conference's Game Narrative Summit 2015

Description: Evan Freed's analysis of the narrative in *Child of Light* (Ubisoft) won the Gold Award (second place) in GDC's Game Narrative Review Competition

Role: Faculty advisor

Gold Award, Game Developers Conference's Game Narrative Summit 2015

Description: Tom Trahey's analysis of the narrative in *Metro: Last Light* (4A Games) won the Gold Award (second place) in GDC's Game Narrative Review Competition

Role: Faculty advisor

Graduate Research Award, Drexel University 2014

Description: Justin Patterson (M.S. Digital Media) won the Research Award by the Office of Graduate Studies at Drexel in AY 2013-2014

Role: Thesis advisor

Outstanding Master's Award, Drexel University 2014

Description: Justin Patterson's thesis (M.S. Digital Media) won the only university-wide Outstanding Master's Award in Humanities & Social Sciences at Drexel in AY 2013-2014

Role: Thesis advisor

Honorable Mention, Westphal College Research Day, Drexel University 2014

Description: "Little Newton: An Educational Physics Game" developed by Natalie Lyon, Josep Valls-Vargas, Caroline Guevara, Ning Shao, Junyu Zhu won honorable

mention by the Westphal College in Research Day.

Role: Advisor

Semi-Finalist, Student Research Competition in SIGGRAPH '13 2013

Description: The poster I co-authored with Glenn Winters based on his Masters' thesis won the Student Research Competition Semi-Finalist at SIGGRAPH 2013. A total of 15 Semi-Finalists were awarded out of 116 accepted posters.

Role: co-author and thesis advisor

Outstanding Master's Award, Drexel University 2013

Description: Glenn Winters's thesis (M.S. Digital Media) won the only university-wide Outstanding Master's Award at Drexel in AY 2012-2013

Role: Thesis advisor

First Prize, Dean's Research Award, Westphal College, Drexel University 2013

Description: Ian Woskey's thesis project (M.S. Digital Media) "Dead End: The Influence of the PC on Player Emotional State and Actions" won First Prize of the 2013 Westphal Dean's Research Award.

Role: Thesis advisor

Platinum Award, Game Developers Conference's Game Narrative Summit 2013

Description: Glenn Winters' analysis of the visual narrative in *Journey* (by thatgamecompany) won the Platinum Award (top award) in GDC's Game Narrative Review Competition

Role: Faculty advisor

Honors, Awards & Impact

Career Development Award, Office of Faculty Development & Equity, Drexel University 2012

Bursary Awards, Alliance of Digital Humanities Organizations (ADHO) 2010

Description: Awarded to ten young scholars in the annual Digital Humanities conference based on the scholarship of their papers presented at the conference.

Interbots 2005

Description: Carnegie Mellon ETC group-based graduation project of social robot turned into a start-up company. www.interbots.com