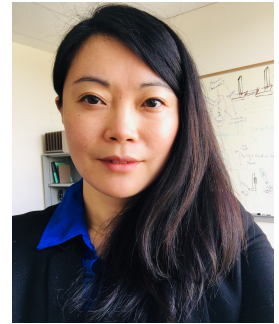


# Jichen Zhu, Ph.D.

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USA



## Research Interests

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**Human-AI interaction**, especially in forms of AI-based personalized interactive experiences (adaptive serious games, interactive storytelling), intelligent user interfaces (voice user interface), and eXplainable AI.

## Current Position

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**Associate Professor, Drexel University** 2016 – present  
Digital Media, Antoinette Westphal College of Media Arts & Design;  
Computer Science, College of Computing & Informatics, Courtesy joint appointment  
Program Director, PhD in Digital Media

## Education

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**Georgia Institute of Technology** | Atlanta, GA, USA 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: Drs. Jay Bolter, Kenneth Knoespel, Michael Mateas (UCSC), and Nick Montfort (MIT)

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

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

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

## Research Grants & Funding (External)

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### **Collaborative Research: Open Player and Community Modeling as a Learning Tool**

*Source:* National Science Foundation, IIS-1917855

*Amount:* \$749,917

*Period:* 09/1/2019 – 8/31/2022

*Role:* Drexel PI (Drexel portion: \$264,000)

### **CHS:Small: Balancing Individual and Group Needs in an Adaptive Social Motion-Based Game for Health**

*Source:* National Science Foundation, IIS-1816470

*Amount:* \$499,953

*Period:* 09/1/2018 – 8/31/2021

*Role:* PI

### **Using Ecological Momentary Interventions to Increase Skill Acquisition and Utilization**

*Source:* NIH/National Institute Of Mental Health, R34MH116021

*Amount:* \$2,745,876

*Period:* 07/01/2018 – 06/30/2023

*Role:* Co-I (PI: Juarascio)

### **Virtual Reality Inhibitory Control Training for Reducing Binge Eating**

2018-19

*Source:* Department of Health CURE grant

*Amount:* \$75,000

*Role:* Co-PI (PI: Manasse)

### **EXP: Learning Parallel Programming Concepts Through an Adaptive Game**

2015-19

*Source:* National Science Foundation, IIS-1523116

*Amount:* \$581,770

*Role:* Co-PI (PI: Ontañón)

### **War of the Worlds: Philadelphia**

2016-17

*Source:* William Penn Foundation

*Amount:* \$ 348,319

*Description:* Designing and developing a public interactive-narrative live performance at the scale of a metropolitan city

*Role:* Co-PI (PI: Lee)

### **A Companion Smartphone App to Enhance Dietary Adherence through Predictive Machine Learning**

2014-15

*Source:* The Obesity Society

*Amount:* \$ 40,000

*Role:* Co-PI (PI: Forman)

### **EAGER: TAEMILE: Towards Automating Experience Management in Interactive Learning Environments**

2013-15

*Source:* National Science Foundation, IIS-1349082

*Amount:* \$ 149,999  
*Role:* PI

## Research Grants & Funding (Internal)

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**Westphal College Faculty Mini-Grant** 2019  
*Source:* Westphal College of Media Arts & Design, Drexel University  
*Amount:* \$1,500  
*Role:* 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 (PI: Forman)

**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 (PI: Niemiec)

**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

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- [J.10] K. Caro, R. Gray, A. Furquan and **J. Zhu**, “Social Exergames for Supporting Physical Activity of General Populations: A Systematic Review,” *Games for Health Journal*, under review.
- [J.09] E. Kleinman, K. Caro and **J. Zhu**, “From Immersion to Metagaming: Understanding Rewind Mechanics in Interactive Storytelling,” *Entertainment Computing*, vol. 33, 2020.
- [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)*, 2016.
- [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*, vol. 42, issue 1, pp. 77-96, 2017.
- [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)

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- [C.67] **J. Zhu** and S. Ontañón “Experience Management in Multi-player Games” in *Proceedings of the IEEE Conference on Games (COG '19)*, London, UK. 2019.
- [C.66] J. Villareale, R. C. Gray, A. Furqan, T. Fox, and **J. Zhu**, “Enhancing Social Exergames through Idle Game Design” in *Proceedings of the Fourteenth International Conference on the Foundations of Digital Games (FDG '19)*, San Luis Obispo, USA, 2019.
- [C.65] **J. Zhu**, K. Bright, A. Furqan, J. Nebolsky, B. Char, B. Smith and S. Ontañón “Programming in Game Space: How to Represent Parallel Programming Concepts in an Educational Game”

- in *Proceedings of the 2019 International Conference on the Foundations of Digital Games (FDG '19)*, San Luis Obispo, USA, 2019. (Full paper acceptance rate: 37.1%)
- [C.64] C. Myers, A. Furqan, D. Grethlein, S. Ontañón and **J. Zhu**, "Modeling Behavior Patterns with an Unfamiliar Voice User Interface" in *Proceedings of the 27th ACM Conference On User Modelling, Adaptation And Personalization (UMAP)*, Larnaca/ Cyprus, 2019, pp. 196-200. (Acceptance rate: 23%)
- [C.63] J. Xie, C. Myers and **J. Zhu**, "Interactive Visualizer to Facilitate Game Designers in Understanding Machine Learning" in *Proceedings of the 2019 CHI Conference on Human Factors in Computing Systems Extended Abstracts (CHI'19 EA)*, Glasgow, UK, 2019. (Acceptance rate: 42.2%)
- [C.62] C. Myers, A. Furqan and **J. Zhu**, "The Impact of User Characteristics and Preferences on Performance with an Unfamiliar Voice User Interface," in *Proceedings of the 2019 ACM Conference on Human Factors in Computing Systems (CHI'19)*, Glasgow, UK, 2019. (Acceptance rate: 23.8%)
- [C.61] **J. Zhu**, T. Day, Y. Feng, J. Nebolsky, A. Furqan, K. Caro, R. Gray, "Towards Extending Social Exergame Engagement with Agents," in *Companion of the 2018 ACM Conference on Computer Supported Cooperative Work and Social Computing (CSCW 2018)*, Jersey City, NJ, 2018, pp. 349-352.
- [C.60] P. Kantharaju, K. Alderfer, **J. Zhu**, B. Char, B. Smith, and S. Ontañón, "Tracing Player Knowledge in a Parallel Programming Educational Game," in *Proceedings of the Fourteenth AAAI Conference on Artificial Intelligence and Interactive Digital Entertainment (AIIDE-18)*, Edmonton, Canada, 2018. (Poster acceptance rate: 50%)
- [C.59] J. Zhu, A. Liapis Simpson, S. Risi, R. Bidarra, and G. M. Youngblood, "Explainable AI for Designers: A Human-Centered Perspective on Mixed-Initiative Co-Creation," in *Proceedings of the 2018 IEEE Conference on Computational Intelligence and Games (CIG'18)*, Maastricht, The Netherlands, 2018. (Poster presentation)
- [C.58] PS Sockolow, M. Joppa M, and **J. Zhu**, "Assessment of evaluation frameworks for design of a sexual risk prevention game for black adolescent girls". *Stud Health Technol Inform.* 2018; 250:164-168. In: Rotegård A.K. et al. (Eds.) *Proceedings of the 14th International Congress on Nursing Informatics (NI 2018)*. 2018 June 6-8, Guadalajara, Mexico, 2018.
- [C.57] K. Caro, Y. Feng, T. Day, E. Freed, B. Fox, and **J. Zhu**, "Understanding the Effect of Existing Positive Relationships on a Social Motion-based Game for Health," in *Proceedings of 12th EAI International Conference on Pervasive Computing Technologies for Healthcare (PervasiveHealth 2018)*, New York, USA, pp.77-87, 2018. (Acceptance rate: 24%)
- [C.56] C. Myers, A. Furqan, J. Nebolsky, K. Caro and **J. Zhu**, "Patterns for How Users Overcome Obstacles in Voice User Interfaces," in *Proceedings of the 2018 CHI Conference on Human Factors in Computing Systems (CHI'18)*, Montreal, Canada, 2018, Paper No. 6. (Acceptance rate: 28%)

- [C.55] K. Aldefer, B. Smith, S. Ontañón, B. Char, J. Nebolsky, **J. Zhu**, A. Furqan, E. Freed, J. Patterson, J. Valls-Vargas, "Lessons Learned from an Interactive Educational Computer Game About Concurrent Programming," in *Proceedings of the 2018 Special Interest Group in Computer Science Education of the Association for Computing Machinery Symposium (ACM SIGCSE 2018)*, 2018, pp. 1077-1077. (Poster acceptance rate: 56%)
- [C.54] B. Mears and **J. Zhu**, "Design patterns for silent player characters in narrative-driven games," in *Proceedings of the 12th International Conference on the Foundations of Digital Games (FDG '17)*, Hyannis, MA, 2017, Article No. 59. (Poster acceptance rate: 77%)
- [C.53] T. Day and **J. Zhu**, "Agency informing techniques: communicating player agency in interactive narratives," in *Proceedings of the 12th International Conference on the Foundations of Digital Games (FDG '17)*, Hyannis, MA, 2017, Article No. 56. (Poster acceptance rate: 77%)
- [C.52] J. Valls-Vargas, **J. Zhu**, and S. Ontañón, "From computational narrative analysis to generation: a preliminary review," in *Proceedings of the 12th International Conference on the Foundations of Digital Games (FDG '17)*, Hyannis, MA, 2017, Article No. 55. (Poster acceptance rate: 77%)
- [C.51] J. Valls-Vargas, **J. Zhu**, and S. Ontañón, "Graph grammar-based controllable generation of puzzles for a learning game about parallel programming," in *Proceedings of the 12th International Conference on the Foundations of Digital Games (FDG '17)*, Hyannis, MA, 2017, Article No. 7. (Acceptance rate: 40%)
- [C.50] S. Ontañón, **J. Zhu**, B. Smith, B. Char, E. Freed, An. Furqan, M. Howard, An Nguyen, J. Patterson, and J. Valls-Vargas, "Designing Visual Metaphors for an Educational Game for Parallel Programming," in *Proceedings of the 2017 CHI Conference Extended Abstracts on Human Factors in Computing Systems (CHI EA '17)*, Denver, CO, 2017, 2818-2824. (LBW acceptance rate: 38.7%)
- [C.49] A. Furqan, C. Myers, and **J. Zhu**, "Learnability through Adaptive Discovery Tools in Voice User Interfaces," in *Proceedings of the 2017 CHI Conference Extended Abstracts on Human Factors in Computing Systems (CHI EA '17)*, Denver, CO, 2017, 1617-1623. (LBW acceptance rate: 38.7%)
- [C.48] J. Valls-Vargas, S. Ontañón, and **J. Zhu**, "Predicting Proppian Narrative Functions from Stories in Natural Language," in *Proceedings of the Twelfth AAAI Conference on Artificial Intelligence and Interactive Digital Entertainment (AIIDE-16)*, San Francisco, 2016, pp. 107 - 113.
- [C.47] E. Burch, J. Fernsler, R. Brulle, and **J. Zhu**, "Echo Chamber: A Persuasive Game on Climate Change Rhetoric," in *Proceedings of the 2016 ACM SIGCHI Annual Symposium on Computer-Human Interaction in Play (CHI PLAY 2016)*, Austin, 2016, pp. 101-107.
- [C.46] E. Kleinman, V. Fox, and **J. Zhu**, "Rough Draft: Towards a Framework for Metagaming Mechanics of Rewinding in Interactive Storytelling," in *Proceedings of the International Conference on Interactive Digital Storytelling (ICIDS 2016)*, Los Angeles, 2016, pp. 363-374.

- [C.45] N. Lyon, D. I. Leitman, and **J. Zhu**, "Combining Speech Intervention and Cooperative Game Design for Children with ASD," in *Proceedings of the First Joint International Conference of DiGRA and FDG*, Dundee, Scotland, 2016.
- [C.44] **J. Zhu**, Myers, C., Kerns, J. Connell, and N. Lyon, "Using Interactive Social Story Games to Teach Social Skills to Children with Autism," in *Proceedings of the First Joint International Conference of DiGRA and FDG*, Dundee, Scotland, 2016.
- [C.43] 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.42] 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.41] 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, pp. 683-686.
- [C.40] J. Valls-Vargas, S. Ontañón, and **J. Zhu**, "Exploring Player Trace Segmentation for Dynamic Play Style Prediction," in *Proceedings the Eleventh AAAI 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.39] 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.38] 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.37] 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.36] **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*
- [C.35] 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.34] 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.33] 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.32] 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.31] 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.30] **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.29] **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 40<sup>th</sup> 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)

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- [W.07] C. Myers, A. Furqan and **J. Zhu**, "Adaptable Utterances in Voice User Interfaces to Increase Learnability," in *proceedings of the 6<sup>th</sup> Workshop on Interacting with Smart Objects (SmartObjects)*, Montreal, Canada, 2018, no. 2082, pp.44–49.
- [W.06] J. Valls-Vargas, **J. Zhu**, and S. Ontañón, "Towards End-to-end Natural Language Story Generation Systems," in *Proceedings of AIIDE 2017 International Workshop on Intelligent Narrative Technologies (INT10)*.

- [W.05] S. Ontañón, J. Valls-Vargas, and **J. Zhu**, “Bridging the Gap Between Computational Narrative and Natural Language Processing,” in *Proceedings of the AAAI 2017 Workshop on What's next for AI in games*, forthcoming.
- [W.04] J. Valls-Vargas, **J. Zhu**, and S. Ontañón, “Towards Automatically Extracting Story Graphs from Natural Language Stories,” in *Proceedings of the AAAI 2017 Workshop on What's next for AI in games*, forthcoming.
- [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

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- [B.03] K. Alderfer, **J. Zhu**, E. Freed, B. Smith, B. Char and S. Ontañón, “Parallel: Facilitate Learning Concurrent and Parallel Programming,” in *Learning, Education & Games: 100 Games to Use in the Classroom*, (Vol. 3), K. Schrier, Eds., Pittsburgh, The ETC Press, forthcoming
- [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.

## Edited Volumes

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- [E.01] **J. Zhu** (Editor), *Joint Proceedings of the AIIDE 2018 Workshops*, CEUR Workshop Proceedings (CEUR-WS.org), 2018

## Conference Presentations (Peer-Reviewed)

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- [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 40<sup>th</sup> 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

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- [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)

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- [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

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- [T.13] "Personalized Adaptive Systems for Health and Well-being: A Human-Centered Artificial Intelligence Approach" | Transdisciplinary Integration of Population Science, Sidney Kimmel Cancer Center, Jefferson University | 11.19.2019

- [T.12] “Designing Personalized Digital Experiences” | IT University of Copenhagen, Denmark | 05.10.2019
- [T.11] “Designing Personalized Digital Experiences for Health and Education” | The Personal Health Informatics Seminar, Northeastern University | 10.15.2018
- [T.10] Keynote: “Adaptive Media: Design-Based Critical Technical Practice” | The 13th AAAI Conference on Artificial Intelligence and Interactive Digital Entertainment (AIIDE'17) | 10.08.2017
- [T.10] “Computational Narrative: Design-Based Critical Technical Practice” | North Carolina State University | 05.10.2016
- [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

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- [P.06] “Teaching Virtual Reality Game Development” | GDC Education Summit | *The 2017 Game Developers Conference (GDC '17)* | 02.28.2017
- [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

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<b>IT University of Copenhagen</b>   Copenhagen, Denmark Visiting Associate Professor   Digital Design Department	04/2019 – 09/2019
<b>Palo Alto Research Center (PARC)</b>   Palo Alto, CA Visiting Researcher   Human-Machine Collaboration Group	12/2018 – 03/2019
<b>University of Utah</b>   Salt Lake City, UT Visiting Associate Professor   Entertainment Arts and Engineering Program	10/2018 – 11/2018
<b>Northeastern University</b>   Boston, MA Visiting Associate Professor   Department of Computer Science	09/2018 – 10/2018
<b>Drexel University</b>   Philadelphia, PA Assistant Professor in Digital Media   Department of Digital Media	09/2011 – 09/2016
<b>University of Central Florida</b>   Orlando, FL Assistant Professor in Digital Media   Department of Digital Media	08/2010 – 08/2011
<b>University of Central Florida</b>   Orlando, FL Visiting Assistant Professor   Department of Digital Media	08/2009 – 08/2010
<b>Artificial Intelligence Research Institute (IIIA-CSIC)</b>   Spain Visiting Researcher	Summer 2011
<b>Motorola Labs, Motorola</b>   Schaumburg, IL Visiting Scholar	Summer 2008

## Professional Activities

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### Journal Editorships

<i>IEEE Transactions on Computational Intelligence and AI in Games</i> Role: Associate Editor	2016- present
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### Professional Society

<i>Society for the Advancement of the Science of Digital Games (SASDG)</i>	2017- present
Role: Board of Directors	

## Conference & Workshop Organization

### A. Senior Roles in Conferences Organization

<i>The Intelligent Narrative Technologies Workshop Series</i>	2015 - present
Role: Steering Committee	

<i>The 2017 Foundations of Digital Games Conference (FDG'17)</i>	2017
Role: Program Chair	

<i>The 2020 International Conference on Foundations of Digital Games (FDG '20)</i>	2020
Role: Track Chair for HCI and Player Experience	

<i>The 2019 International Conference on Interactive Digital Storytelling (ICIDS)</i>	2019
Role: Workshop Chair	

<i>The 2019 IEEE Conference on Games (CoG 2019)</i>	2019
Role: Invited Speakers Chair	

<i>The 2018 Artificial Intelligence and Interactive Digital Entertainment Conference (AIIDE'18)</i>	2018
Role: Workshop Chair	

<i>The Twelfth Artificial Intelligence and Interactive Digital Entertainment Conference (AIIDE'16)</i>	2016
Role: Workshop Chairs	

<i>The Eighth Artificial Intelligence and Interactive Digital Entertainment Conference (AIIDE'12)</i>	2012
Role: Co-chair for the First Doctoral Consortium	

### B. Workshop Organizations

<i>The 2020 Workshop on User Experience of Artificial Intelligence in Games</i>	2020
Role: Workshop co-chair	

<i>First Workshop on User Experience of Artificial Intelligence in Games</i>	2019
Role: Workshop co-chair	

<i>The AAAI workshop on What's next for AI in games? (AAAI 2017)</i>	2017
Role: Workshop Co-organizer (with: Aaron Isaksen, NYU; Dr. Julian Togelius, NYU)	

<i>Seventh Workshop on Intelligent Narrative Technologies workshop, (int)7</i>	2014
Role: Co-chair	

<i>Fifth Workshop on Intelligent Narrative Technologies workshop (INT 5)</i>	2012
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Role: Co-chair

**C. Journal Reviewer**

*Entertainment Computing*

Year of Service: 2018

*IEEE Transactions on Computational Intelligence and AI in Games (T-CIAIG)*

Year of Service: 2015, 2014, 2012

*Artificial Intelligence: An International Journal*

Year of Service: 2011

*Literary and Linguistic Computing Journal (LLC)*

Year of Service: 2010 (Digital Humanities 2010 Special Issue)

**D. Conference/Workshop Program Committee**

*ACM CHI Conference on Human Factors in Computing Systems (CHI)*

Year of Service: 2017, 2013, 2012

*ACM conference on Designing Interactive Systems (DIS)*

Year of Service: 2020, 2012

*International Conference on the Foundations of Digital Games (FDG)*

Year of Service: 2019, 2018, 2016 (Senior PC), 2015, 2014 (Senior PC)

*Annual Conference of the Digital Games Research Association (DiGRA)*

Year of Service: 2020, 2016

*International Conference on Computational Creativity (ICCC)*

Year of Service: 2017

*International Conference and Exhibition on Computer Graphics & Interactive Techniques (SIGGRAPH)*

Year of Service: 2016 (Art Paper Jury member)

*Workshop on Intelligent Narrative Technologies workshop (INT)*

Year of Service: 2017, 2015, 2014, 2013

*AAAI AI and Interactive Digital Entertainment Conference (AIIDE)*

Year of Service: 2018, 2017, 2016, 2015, 2014, 2012, 2011

*International Symposium on Electronic Art (ISEA)*

Year of Service: 2015

*International IEEE International Games and Applications for Health conference*

Year of Service: 2017, 2016, 2015

*International Conference on Interactive Digital Storytelling (ICIDS)*

Year of Service: 2017, 2016, 2014, 2013, 2012, 2011



*IEEE Conference on Computational Intelligence and Games (CIG)*  
Year of Service: 2013, 2012, 2011

*International Conference on Intelligent Virtual Agents (IVA)*  
Year of Service: 2012

*International Joint Conference on Artificial Intelligence (IJCAI)*  
Year of Service: 2011

*The ACM Conference on Creativity and Cognition (C&C)*  
Year of Service: 2011

*International Digital Arts and Culture Conference (DAC)*  
Year of Service: 2009, 2007

### **Federal Agency Grants Review Panels**

National Science Foundation (NSF) Review Panel Role: Panelist	2018
National Endowment for the Humanities (NEH) Review Panel Role: Panelist	2016
National Science Foundation (NSF) Review Panel Role: Panelist	2015
National Science Foundation (NSF) Review Panel Role: Panelist	2014

### **University Service**

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PhD in Digital Media Program Director | 2019.09 – present

Westphal College Research Council | 2013.09 – present

Digital Media Graduate Admission Committee (Inaugural) | 2015.05 – present

Faculty Mid-Term Tenure Committee | Dept of Film & Television | 2019-2020

TranSCEND Program Steering Committee | 2017

Digital Media Graduate Program Director | 2015.09 – 2018.08

Digital Media Graduate Program PAR (Program Alignment Review) Committee | 2015.09 – 2016.05

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

## Mentoring

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### Post-doctoral Fellow Advising

Karina Calo	Co-advised with Dr. Gabriela Marcu (CCI)	2017 – 2018
	Currently Assistant Professor at the Autonomous University of Baja California (UABC) at Ensenada, Mexico	

### Doctoral Student Advising

Kenneth Chen	Ph.D. in Digital Media, Drexel   thesis advisor	2020 – present
Jennifer Villareale	Ph.D. in Digital Media, Drexel   thesis advisor	2019 – present
Robert Gray	Ph.D. in Digital Media, Drexel   thesis advisor	2017 – present
Chelsea Myers	Ph.D. in Digital Media, Drexel   thesis advisor	2016 – present
Josep Valls	Ph.D. in Computer Science, Drexel   co-advisor	2012 – 2017

### Masters Student Advising

Andrew Bishop	M.S. in Digital Media, Drexel   thesis advisor	2019 – present
Steven Denisevicz	M.S. in Digital Media, Drexel   thesis advisor	2017 – 2019
Jiachi Xie	M.S. in Digital Media, Drexel   thesis advisor	2017 – 2018
Anushay Furqan	M.S. in Digital Media, Drexel   thesis advisor	2016 – 2017
Bria Mears	M.S. in Digital Media, Drexel   thesis advisor	2016 – 2017
Tim Day	M.S. in Digital Media, Drexel   thesis advisor	2016 – 2018
Bushra Alfaraj	M.S. in Digital Media, Drexel   thesis advisor	2015 – 2016
Ethan Burch	M.S. in Digital Media, Drexel   thesis advisor	2015 – 2016
Erica Kleinman	M.S. in Digital Media, Drexel   thesis advisor	2015 – 2016
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

Yuanyuan Feng	Ph.D. in Informatics, Drexel   thesis committee	2016 – 2018
Kenneth Chen	M.S. in Digital Media, Drexel   thesis committee	2016 – 2017
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 proposal committee	2011 – 2016
Sam Snodgrass	Ph.D. student in Computer Science, Drexel   Candidacy Committee	2014

#### Undergraduate Students Research Mentoring

Jessica Nebolsky	Game Art & Production, Westphal   research coop mentor	2017
Kenneth Chen	Game Art & Production, Westphal   research coop mentor	2014
Andrew Kahl	Sociology, College of Arts and Sciences   research coop mentor	2014
Lina Luong	Game Art & Production, Westphal   research coop mentor	2014
Anthony Meyers	Animation & Visual Effects, Westphal   research coop mentor	2014
Katelyn Godfrey	Digital Media, Westphal   research coop mentor	2013
Stephen Pettit	Digital Media, Westphal   research coop mentor	2013

#### Undergraduate Students Mentoring

##### Senior Project AY 2019-2020

Daniel Caldwell (GDAP<sup>1</sup>), Theodore Grant (GDAP), Calder Lloyd (Entertainment & Arts Management), Ian Morales (GDAP), Tyler Shook (GDAP), Ciaran Wagner (GDAP)

##### Senior Project AY 2017-2018

Jonathan Cioletti (GMAP), Gabriel Davis (GMAP), Kyle L. Fader (GMAP), Gillian O. Gress (GMAP), Kevin F. Jantz (GMAP), Cole A. Mueller (GMAP), Amy Su (GMAP), Tyler A. Swietanski (GMAP), Arden A. Zohar (GMAP)

##### Senior Project AY 2016-2017

Ian C Ambrose (GMAP), Thomas R. Rihn (GMAP), Ariel A. Timar, Alexandra C. Wagner (ANIM), Xiang Yu (GMAP)

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<sup>1</sup> The Game Design and Production undergraduate major at Drexel

#### Senior Project AY 2015-2016

Patrick Bastian (GMAP<sup>2</sup>), Evan Freed (GMAP), Alex Hollander (CS), Andrew Lichtsinn (GMAP), Steven Yaffee (GMAP), T. Boyd Fox (GMAP), Alison Friedlander (ANIM<sup>3</sup>), Thomas Trahey (GMAP)

#### Senior Project AY 2014-2015

Cassy Beasley (GMAP), Brittany Gilbert (GMAP), Melissa Gruver (ANIM), Alex Koepp (GMAP), Keith Miller (IDM), Tyler Venuti-Wood (GMAP)

#### **Other Mentoring Activities**

Mosoepofoluwa Olusegun-Lartey	Freshman Computer Science Student, Drexel Mentor for the Drexel STAR (Students Tackling Advanced Research) Scholars program	2020
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 Mentor for the Drexel STAR (Students Tackling Advanced Research) Scholars program	2013

#### **Selected Student Awards**

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[SA.23] <b>Research Excellence Award (Doctoral, Post-candidacy), Drexel University</b>	2019
<i>Description:</i> Chelsea Myers (Ph.D. student in Digital Media) won one of the two university-level Research Excellence Award in AY 2018-2019	
<i>Role:</i> Thesis advisor	
[SA.22] <b>Research Excellence Award College Finalist (Doctoral, Pre-candidacy), Drexel</b>	2019
<i>Description:</i> Jennifer Villareale (Ph.D. student in Digital Media) won College's only Finalist for this university-level Research Excellence Award in AY 2018-2019	
<i>Role:</i> Thesis advisor	
[SA.21] <b>ACM CHI Student Travel Grant 2019, ACM SIGCHI</b>	2019

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<sup>2</sup> Game Art & Production undergraduate major at Drexel

<sup>3</sup> Animation & Visual Effects undergraduate major at Drexel

*Description:* Chelsea Myers (Ph.D. student in Digital Media) won the travel grant competition to present her research at ACM CHI.

*Role:* Thesis advisor

[SA.20] **Grace Hopper Celebration Student Scholarship 2018, AnitaBorg Institute** 2019

*Description:* Chelsea Myers (Ph.D. student in Digital Media) won the student scholarship at the 2018 Grace Hopper conference.

*Role:* Thesis advisor

[SA.19] **Research Excellence Award College Nomination, Westphal College of Media Arts & Design, Drexel University** 2018

*Description:* Chelsea Myers (Ph.D. student in Digital Media) won the Westphal College's only nomination to compete in the university-level Research Excellence Award in AY 2017-2018

*Role:* Thesis advisor

[SA.18] **Research Excellence Award College Nomination, Westphal College of Media Arts & Design, Drexel University** 2017

*Description:* Chelsea Myers (Ph.D. student in Digital Media) won the Westphal College's only nomination to compete in the university-level Research Excellence Award in AY 2016-2017

*Role:* Thesis advisor

[SA.17] **Research Excellence Award (Master's), Drexel University** 2016

*Description:* Chelsea Myers (M.S. Digital Media) won the only university-wide Outstanding Promise Award in Humanities & Social Sciences at Drexel in AY 2015-2016

*Role:* Thesis advisor

[SA.16] **Outstanding Promise Award, Drexel University** 2016

*Description:* Chelsea Myers (M.S. Digital Media) won the only university-wide Outstanding Promise Award in Humanities & Social Sciences at Drexel in AY 2015-2016

*Role:* Thesis advisor

[SA.15] **Research Excellence Award, Drexel University** 2016

*Description:* Erica Kleinman's thesis (M.S. Digital Media) won the only university-wide Research Excellence Award in Humanities & Social Sciences at Drexel in AY 2015-2016

*Role:* Thesis advisor

[SA.14] **1<sup>st</sup> Prize in Best Gameplay, Intel University Games Showcase (GDC)** 2016

*Description:* Eight Drexel seniors won the IUGS competition among games from the Top 10 best gaming programs in the U.S.

*Role:* Advisor

[SA.13] **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

- [SA.12] **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 AY14-15  
*Role:* Thesis advisor
- [SA.11] **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*
- [SA.10] **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
- [SA.09] **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
- [SA.08] **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
- [SA.07] **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
- [SA.06] **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
- [SA.05] **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
- [SA.04] **Graduate Research Award, Drexel University** 2013

*Description:* Glenn Winters (M.S. Digital Media) won the Research Award by the Office of Graduate Studies at Drexel in AY 2012-2013  
*Role:* Thesis advisor

[SA.03] **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

[SA.02] **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

[SA.01] **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

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**Provost Award for Outstanding Mid-Career Scholarly Achievement, Drexel University** 2019

*Description:* This award is given to one faculty per year, out of 431 tenure/tenure-track faculty, to recognize those who "has demonstrated unusual excellence and become recognized leaders in their scholarly field".

**STEM Education Travel Award, Drexel University** 2019

*Description:* This award is given to two tenure track or teaching faculty in a STEM department to develop wider expertise on campus centered around evidence-based teaching.

**Allen Rothwarf Award for Teaching Excellence, Drexel University** 2016

*Description:* This award is given to one tenure-track faculty member (out of 431 tenured/tenure-track faculty) every year in the entire university for their teaching excellence.

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

*Description:* This award is given to early-career tenure-track faculty to increase their exposure to colleagues at other institutions.

**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](http://www.interbots.com)

**51<sup>st</sup> & Fire, LLC**

2017 -

Description: A gaming company co-founded by PXL alumni.  
Role: Co-Founder